

メガテク

15



MEGA TECH

MEGADRIVE HYPER GAMING
NUMBER 15 MARCH 1993 £1.95

NUMBER 1 FOR
MEGADRIVE



AFTERBURNER III VS G-LOC WHICH IS THE REAL TOP GUN?

INSIDE THIS ISSUE!

- DESERT STRIKE 2
- DRACULA
- SUPER KICK OFF
- GLOBAL GLADIATORS
- MUHAMMAD ALI BOXING
- CHAKAN
- MICRO MACHINES
- TOXIC CRUSADER
- GADGET TWINS



- THE ULTIMATE MEGADRIVE TIPS!
- EXCLUSIVE SONIC 2 AND ECCO CHEATS!
- PLUS CHAKAN, ROAD RASH 2, WWF WRESTLEMANIA, ALIEN 3, STREETS OF RAGE 2, INDIANA JONES!
- PLUS THE ULTIMATE MEGADRIVE GAME GUIDE!



NOT AN OFFICIAL SEGA
PUBLICATION

SO YOU
WANT TO PLAY
GAMES? WELL
WE'VE GOT 'EM

VIDEO GAMES

I'M BACK

AT MAIL ORDER PRICES THAT CAN'T BE BEATEN



MAIL ORDER HOTLINE

081-741-9050



MAIL ORDER HOTLINE

0708-757775



FREE 1st CLASS POST-SAME DAY DESPATCH



SEGA MEGADRIVE

AGASSI TENNIS.....£39.99
ALIEN 3.....£34.99
ALIEN VS PREDATOR.....CALL
ALISA DRAGON.....£29.99
AMERICAN
GLADIATORS.....CALL
ANOTHER WORLD.....CALL
AQUATIC ROBOCOD 3.....£24.99
ARIEL THE LITTLE
MERMAID.....£34.99
BATMAN RETURNS.....£34.99
BIO HAZARD.....£34.99
CAPRIATI TENNIS.....£39.99
CAPTAIN AMERICA.....£39.99
CHAKAN.....CALL
CHASE HQ 2.....CALL
CHUCK ROCK.....£34.99
CORPORATION.....£34.99
CRUEBALL.....£29.99
DEADLY MOVES.....CALL
DESERT STRIKE.....£34.99
DRAGONS FURY.....£34.99
ECCO.....£34.99
EUROPEAN CLUB
SOCCER.....£34.99
EX MUTANTS.....£39.99
FATAL FURY.....CALL
GADGET TWINS.....CALL
GEM FIRE.....£34.99
G FOREMAN BOXING.....CALL
GLOBAL GLADIATORS.....CALL
GODS.....CALL
HARDBALL.....£19.99
HELLFIRE.....£29.99
HIT THE ICE.....CALL
HOME ALONE.....£34.99
HUMANS.....CALL
INDIANA JONES.....£34.99
JOHN MADDEN 93.....£34.99
JORDAN VS BIRD.....£24.99

ALL PRICES LISTED
ARE BRAND NEW TITLES
1000'S
OF USED GAMES IN
STOCK-PRICES
TOO CHEAP TO PRINT

KRUSTYS SUPER FUN

HOUSE.....£39.99
LAKERS VS CELTICS.....£29.99
LEADERBOARD.....£39.99
LEMMINGS.....£34.99

Sorry

No Aspirin
No Dishwashers
No Books
No Barbie Dolls

**JUST
WALL TO
WALL
GAMES**

LHX ATTACK

CHOPPER.....£34.99
LIGHTNING FORCE.....CALL
LOTUS TURBO.....£34.99
MEGA LO MANIA.....CALL
METAL FANGS.....CALL
MICKEY AND
DONALD.....£34.99
MIG 29.....CALL
MUHAMMAD ALI'S
BOXING.....CALL
NHLPA HOCKEY.....£34.99
ONSLAUGHT.....£19.99
P.G.A. 2.....CALL
POWER MONGER.....CALL
PRINCE OF PERSIA.....CALL
PRO
QUARTERBACK.....£39.99
RBI BASEBALL 4.....CALL
RISKY WOODS.....£34.99
ROAD RASH 2.....CALL
ROAD RIOT.....CALL
ROLO TO THE
RESCUE.....CALL
SIDEPOCKET.....£39.99
SHINOBI 2.....CALL
SONIC 2.....£34.99
SPEEDBALL 2.....£29.99
SPATTER HOUSE 2.....£34.99
STAR CONTROL.....£19.99
STREET FIGHTER 2.....CALL
STREET OF RAGE 2.....CALL
SUNSET RIDERS.....CALL
SUPERMAN.....CALL
SUPER PHANTASY
ZONE.....CALL

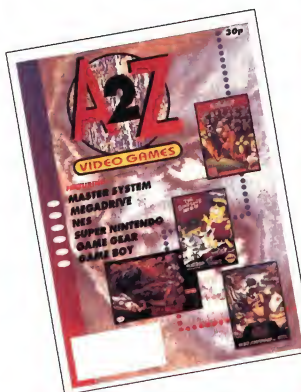
TAZMANIA.....£34.99
TEAM USA
BASKETBALL.....£34.99
TERMINATOR 2.....£34.99
THUNDERFORCE 4.....£34.99
TOXIC CRUSADER.....£34.99
TURRICAN.....£19.99
TURTLES IV.....CALL
UNIVERSAL SOLDIER.....£29.99
WOLF CHILD.....CALL
WWF.....£34.99
ZOMBIE HIGH.....CALL

MEGADRIVE EXTRAS

MEGADRIVE PAD.....£9.99
PRO 3 TURBO PAD.....£12.99
CORBA M/D
JOYSTICK.....£12.99
A/C MAINS ADAPTOR.....£9.99
ACTION REPLAY.....CALL

WANTED

**CASH PAID FOR ANY
UNWANTED
CONSOLE GAMES
NONE REFUSED**



**FREE 16 PAGE COLOUR
MAGAZINE WITH EVERY PURCHASE**

**BE FIRST
WITH THE
NEW
RELEASES
RING NOW!**

**FREE
MEMBERSHIP**

**FREE
POSTAGE**

**ABSOLUTELY
NO EXTRAS**

WHY ARE WE SO CHEAP?

AS THE UK'S LARGEST GAME DISTRIBUTOR SELLING DIRECT TO THE PUBLIC WE STOCK IN BULK AND NEGOTIATE THE BEST POSSIBLE PRICES.

ALL OUR SHOPS ARE SMALL, BUT STACKED TO THE CEILING WITH GAMES, IN FACT, A LARGER RANGE THAN ALL THE OTHER MULTI STORES PUT TOGETHER.

ALSO OUR SHOPS ARE PLACED IN CHEAPER LOCATIONS, BUT WE FEEL IT'S MORE IMPORTANT TO KEEP OUR OVERHEADS DOWN TO THE ABSOLUTE MINIMUM, ALL THESE SAVINGS WE PASS ON TO YOU-OUR CUSTOMER.

VISIT OUR SHOPS AND DISCOVER FOR YOURSELVES WHY WE ARE SEGA AND NINTENDO'S NUMBER ONE STOCKIST.



SEGA MASTERSYSTEM

ALIENS 3.....£29.99
ASTERIX.....£29.99
BATMAN RETURNS.....CALL
CHAMPIONS OF
EUROPE.....£29.99
LEADERBOARD GOLF.....£24.99
LEMMINGS.....£26.99
MICKEY MOUSE 2.....CALL
NEW ZEALAND
STORY.....£29.99
PRINCE OF PERSIA.....£29.99
SONIC 2.....£26.99
SPEEDBALL.....£26.99
TAZMANIA.....£26.99
TOM & JERRY.....£26.99
TERMINATOR.....£29.99



GAMEGEAR

ALIEN 3.....£24.99
BATMAN
RETURNS.....£24.99
INDIANA JONES.....£24.99
LEMMINGS.....£24.99
OUTRUN
EUROPA.....£24.99
PREDATOR 2.....£24.99
PRINCE OF PERSIA.....£24.99
SHINOBI 2.....£24.99
SIMPSONS.....£24.99
SONIC 2.....£24.99
SPIDERMAN.....£24.99
STREET OF RAGE.....£24.99
SUPER OFF ROAD.....£24.99
SUPER SPACE
INVADERS.....£24.99
TAZMANIA.....£24.99
TERMINATOR.....£24.99

GAMEGEAR EXTRAS

MAINS ADAPTOR.....£6.99
MASTER GEAR
CONVERTORS.....£12.99
WIDE GEAR.....£9.99

VISIT OUR STORES AND DISCOVER MORE

LAKESIDE

That's Entertainment
Unit 616 Pavilion Building,
Lakeside Shopping Centre,
West Thurrock, Grays.
Tel: 0708 890800 10am-8pm

ROMFORD

That's Entertainment
Unit 33/34 Romford
Shopping Hall, Market Place,
Romford, Essex RM1 3AB.
Tel: 0708 744338 9am-5pm

WEMBLEY

Computer Games
Wembley Stadium Market.
Sunday 10am-2pm

WEST LONDON

Computer Games
309 Goldhawk Road,
London W12 8EZ.
Tel: 081 741 9050 10am-8pm
Retail Sales and Mail Order

ROMFORD

That's Entertainment
6 Moray Way,
Romford,
Essex RM1 4YD.
Tel: 0708 736663 9am-7pm

WALTHAMSTOW

That's Entertainment
231 High Street,
Walthamstow,
Tel: 081 503 6633

BIG prizes to be **won on the MegaTech Megalines!**

We're giving away more prizes than you could safely shake a joystick at, and as if that wasn't enough, there's a helpline



**packed
with cheats for all the
latest games. All you have to do is dial the
relevant number and listen to the instructions.
It couldn't be easier, so get on the blower - NOW!**

WIN A MEGA-CD

On line one we're giving away a Mega-CD, the add-on that's set to revolutionise the world of Megadrive games. Just one CD can hold 660 times the data of a normal 8-megabit cartridge. That means more graphics, more sound and more game for your money. The Mega-CD's 16-bit processor runs alongside the one in the Megadrive, allowing extra graphic effects such as sprite scaling, rotation and arcade quality 8-channel PCM sound. And as if that wasn't enough, recorded music and speech can be incorporated directly into the game from the disc!

0839 900 039

WIN A STEREO MONITOR WORTH £300!

On line two you can win a top-of-the-range Phillips stereo monitor, which means you can connect your Megadrive via its SCART socket for stunning graphics and sound. No more being dragged from the TV just as you're about to reach a high score.

0839 900 040

WIN £200's WORTH OF SOFTWARE!

On line three you can win 200 sovs worth of the latest cartridges. Not any old games though, you get choose what cartridges make up your prize. All you have to do is answer three simple games-related questions. What are you waiting for? Get dialling!

0839 900 041

THE HYPER TECHNIQUE LINE!

Gone through all the cheats in this issue? Well, try taking a look at those we'll be printing next month. On this line you'll find a smattering of tips and cheats straight from the pages of the next Technique Zone. Keep one step ahead of your friends and call this line now!

0839 900 042



Calls are charged at 36p per minute (cheap rate), and 48p per minute (at all other times). If you're under 18, please make sure you OK things with whoever pays the 'phone bill before you call! Cost of call should not exceed £2.

Closing Date for calls: 20th day of the month preceding the cover date of this magazine



CONTENTS



ISSUE FIFTEEN MARCH 1993

AFTERBURNER III

VS G-LOC..... 24

Who wins the aerial shoot 'em up dogfight: Mega-CD Afterburner or Megadrive G-LOC?



NEWS & PREVIEWS

- **MEGATECH NEWS**.....8
Latest news from Japan, all the best stuff from all over the world and what's happening (or about to happen) with the Mega-CD.
- **PREVIEW: JUNGLE STRIKE**.....12
MegaTech's Special Undercover Squad delivers Top Secret pictures and info on EA's follow-up to Desert Strike.
- PREVIEW: TEENAGE MUTANT HERO TURTLES**.....14
Konami brings the Turtles to the Megadrive, we bring you an EXCLUSIVE PREVIEW of this smart arcade-style beat 'em up.
- **PREVIEW: SUNSET RIDERS**.....15
Another EXCLUSIVE PREVIEW - we go for our guns with

Konami's Wild West shoot 'em up. Yeeehaaaaaar!

- **PREVIEW: PAPERBOY 2**.....16
Tengen's follow-up delivery for the Megadrive brings Paperboy into the '90s - now you can play a boy or girl!
- **PREVIEW: DRACULA**.....18
MegaTech stalks the streets of Liverpool, wooden stake in hand, on the vampire-hunt for Psygnosis' Mega-CD film licence.
- **PREVIEW: PUGGSY**.....19
On the Mersey beat, we come across another Psygnosis' creation, long-eared alien from Liverpool, Puggsy.

TECHNIQUE

TECHNIQUE ZONE.....56

Streets of Rage II, Chakan and Alien 3 turn up in this month's tasty tipathon, amongst many others.

HYPER TECHNIQUE ZONE: SONIC 2.....60

You wanna LEVEL SELECT cheat? You wanna LEVEL CONSTRUCT cheat? You wanna know how to turn into SUPER SONIC? Well this is the place to look!

HYPER TECHNIQUE ZONE.....64

We've had so many pleas for help on the Darkwater level that we've printed the solution. Ain't we lovely?

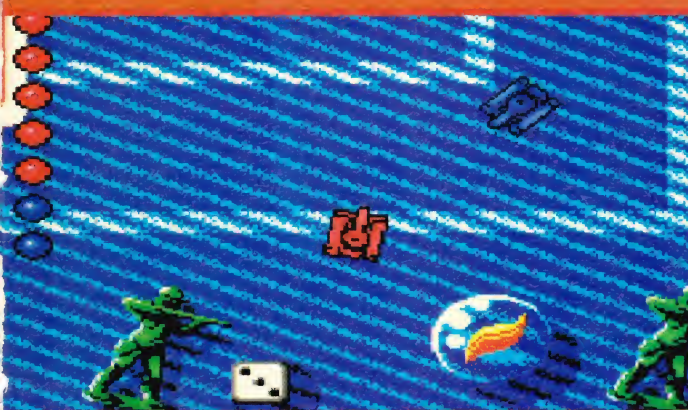


GAMES REVIEWED

CONTENTS



HYPER! SUPER KICK OFF p30



HYPER! MICRO MACHINES p46

REGULARS

MEGAMAIL.....20

The place where MegaTech readers get their gripes, groans and grievances out in the open (and ask the odd intelligent question too).

HYPER PLAYERS.....72

Which players are at the top of the hi-score tree this month? This is where you'll find out.

GAMES INDEX.....76

Six pages of essential buyers' guide-type stuff, covering all the Megadrive games that matter.

● HYPER! SUPER KICK OFF.....28

Will the classic footie game from US Gold be heading straight for the top of the games league as soon as it's released?

● MICK AND MACK: GLOBAL GLADIATORS...34

What have McDonalds, slimey pollution and a couple of racially-integrated kids got in common? They all come together in Virgin's new platform romp, that's what.

● MUHAMMAD ALI HEAVYWEIGHT BOXING.....38

MegaTech goes twelve rounds with Virgin's new fight sim - could it be a contender for heavyweight boxing champ or should it be counted out?

● CHAKAN.....42

Sega's creepy Forever Man mixes up the potions in the Netherworld - has he got the right chemistry or what?

● HYPER! MICRO MACHINES....46

Miniature transports of delight race against each other in household locations. Codemaster's newbie can't be as daft as it sounds, surely?

● GADGET TWINS.....50

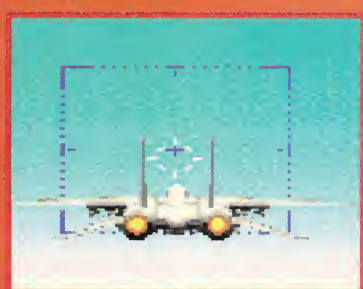
Cutesy-wootsy twins use different devices to beat the nasty-wasties. But is it any goodsy-woody?

● TOXIC CRUSADER.....52

Mutant do-gooder tries to clean up Tromaville with a little help from his friends.



MUHAMMAD ALI BOXING p38



G-LOC p24



EDITOR
PAUL GLANCEY

ART EDITOR
JEFF ZIE

DEPUTY EDITOR
MARK HOLMES

STAFF WRITER
THOMAS GUISE

ADVERTISEMENT
MANAGER
JERRY HALL

ADVERTISEMENT
PRODUCTION
EMMA SADLER

MANAGING EDITOR
JULIAN RIGNALL

PUBLISHING DIRECTOR
GRAHAM TAYLOR

EDITORIAL AND
ADVERTISING OFFICES
PRIORITY COURT, 30-
32 FARRINGTON
LANE, LONDON, EC1R
3AU

OUR TELEPHONE NUMBER
071 972 6713

OUR FAX NUMBER
071 972 6703

COLOUR REPRODUCTION
BY
COLOURTECH,
LONDON, EC2
PREPRESS,
LONDON, EC1

PRINTED IN THE UK BY
BPCC MAGAZINES
(COLCHESTER) LTD

DISTRIBUTED BY
BBC FRONTLINE,
PETERBOROUGH

MEGADRIVE IS A
TRADEMARK OF SEGA
CORPORATION

MEGATECH IS NOT AN
OFFICIAL SEGA
PUBLICATION

THANKS THIS MONTH TO
SHEKHANA CONSOLES
(TEL 071 6314627 OR 051
559 9412)
CAMBRIDGE CONSOLES
(TEL 0223 211733)
FOR THE LOAN OF
IMPORT
CARTRIDGES FOR
REVIEW.

DUMMY STRUCK NEWS
HEADLINE BY
MARK HOLMES

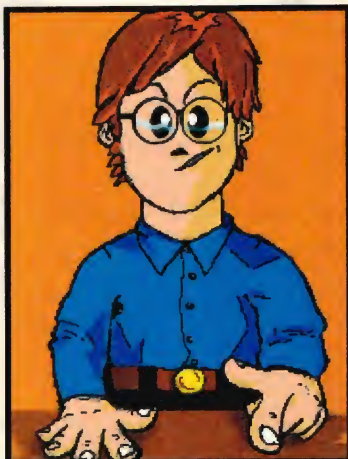
ALL SOFTWARE PRIZES
KINDLY SUPPLIED BY
SHEKHANA COMPUTERS
(TEL 071 6314627 OR 051
559 9412)

COPYRIGHT EMAP
IMAGES LTD
ALL RIGHTS
RESERVED. NO
PART OF THIS
MAGAZINE MAY BE
REPRODUCED,
STORED IN A
RETRIEVAL
SYSTEM OR
TRANSMITTED IN
ANY FORM
WHATSOEVER
WITHOUT THE
PRIOR
PERMISSION OF
THE PUBLISHERS.

PLEASE ADDRESS
SUBSCRIPTION
ENQUIRIES TO:
PETERBOROUGH
MAILING, 21 THE
SQUARE, VICARAGE
FARM ROAD,
PETERBOROUGH,
PE1 1TT

editorial

A CHEST COMPLAINT



If you don't mind I just want to get something off my chest.

Anyone who has been leafing through certain other Sega magazines may be wondering why they have recently been refusing to review Sega's new Megadrive titles before they can get a completely finished copy, while MegaTech has been running reviews as usual, so that the review of the game appears slightly before the game hits the shelves. The reason for this is that Sega Europe recently, under the orders of their Japanese masters, adopted a policy whereby they would not let prerelease copies of Megadrive games out of the security of their offices, after someone allegedly started circulating a pirated copy of Sonic II last year.

As an alternative to sending out the games, Sega offered to fix it for journalists to go to their offices where reviewing facilities would be made available for as long as was needed. And so, since last December, whole gangs of our reviewers have been spending days at Sega's London office where the most recent batch of Sega games, such as Ecco and Streets of Rage II were reviewed.

Now this isn't too much trouble for us because Sega are only 15 minutes away from our office so it's no major inconvenience for us to drop round for a day. But obviously it puts a cramp in the style of reviewers who have to spend hours travelling from their offices into London. It seems fair enough that, if they feel they don't have sufficient opportunity to play a game they shouldn't try to review it and I would applaud that decision. However, they've gone one stage further and have been exhorting their readers not to trust magazines like MegaTech whose Sega reviews, they say, could only be badly researched and biased in Sega's favour. We don't care about our readers the way they do, they say.

In fact, Sega's employees do not wield aluminium baseball bats, nor do they have the supernatural powers of persuasion which can sway the mind of a reviewer into giving a game a shining mark no matter how mediocre it is (perhaps MegaTech's Tale Spin and Little Mermaid reviews will bear me out here). In fact, certain members of Sega Europe and Sega UK have bent over backwards to accommodate our reviewing needs, whether we wanted to visit them or wanted them to come to us, and the arrangement has barely affected us at all.

No matter what anyone else says, we do care about our readers and the information we present to them, which is why we make every effort to provide them with diligently researched and well-written reviews in good time for them to make an informed purchasing decision. In the past it has meant making a bit more of an effort than usual, but that's something we can cope with, because, hey, that's journalism!

See you next month...

Paul Glancey,
Editor.



BEYOND THE EDIT

We've been wondering... why do other magazines print pics of their staff with "interesting facts" about their personal life printed underneath? Surely the discerning MegaTech reader wouldn't be interested in such trivia? But we were intrigued enough to want to find out for sure, and the results were quite surprising. An aerial brain scan of the entire MegaTech-reading population, carried out by a specially-commissioned U2 Surveillance Plane, proved us wrong - you DO want to read personal information about the mysterious figures who create this very mag. So, just to please you all, here are a few nuggets of inside info...

Paul, is there any truth in the rumour that you've developed a miniaturising machine which can shrink you down, enabling you to get into Megadrive games and get some incredible tips and cheats on them (sort of like in Tron)? "Yes." Hmmmmmm... interesting. What about you, Jeff, are you a bit of a hard nut, or what? "I'll tell you in a minute, when I've finished demolishing this wall with my eyelids." Er... quite. Moving quickly along now... Mark, what's the worst thing you've ever trodden in? "That's easy - my bedroom carpet, when it was on fire." Oh. OK, let's move onto Tom - what's the strangest thing you've ever had stuck in your ear, Tom? "Er... oh... I know the answer to this one... don't tell me... brrrrrrrrreeeeeeep-blip... yes, the answer's Radion Automatic - that weirdo from Mean Machines. Once you get him stuck in your ear, you just can't get rid of him." Fine. That's enough secrets for now, see you next month with something different...

SEGA

MEGA MANIA

THE UK'S No1 SEGA GAMES CLUB

THIS MONTH'S SEGA MEGADRIIVE CLUB OFFERS



Sega Megadrive with Sonic
Sonic The Hedgehog, 2 Sega Joypads
FREE Megamania Membership
FREE Python Joystick
£128.99

Sega Megadrive Streets of Rage Pack & Sonic
Streets of Rage, Sonic The Hedgehog, Sega Joypad
FREE Megamania Membership
FREE TURBO 2 Joypad
£148.99

Sega Megadrive Menacer Pack
Menacer Light Gun, Sega Joypad & 6 Games
FREE Megamania Membership
FREE TURBO 2 Joypad
£148.99

WE BEAT THE
REST SO JOIN
THE BEST!



SUPER MEGAMANIA CLUB OFFER!

JOIN NOW FOR ONLY £6.99 AND
GET ALL THIS FREE

SAVE £££
GUARANTEED LOW PRICES

FREE £20
WORTH OF MONEY OFF COUPONS

BE FIRST
WITH NEW GAMES

FREE COMPETITIONS
WIN THOUSANDS OF £££ PRIZES

EXCHANGE CLUB
PART EXCHANGE OR SWAP GAMES

ADVANCED ORDERS
NEW GAMES SENT DAY OF ARRIVAL

SPECIAL OFFERS
EXTRA SPECIAL CLUB DISCOUNTS

FREE CATALOGUE
FULL OF UP TO DATE REVIEWS

MEGA TOP 20

SONIC THE HEDGEHOG 2	29.99	MUHAMMAD ALI BOXING	32.99
EUROPEAN CLUB FOOTBALL	29.99	GADGET TWINS	32.99
SPEED BALL 2	27.99	INDY 3	32.99
TAZMANIA	29.99	DEATH DUAL	32.99
NHLPA HOCKEY 93	29.99	HUMANS	32.99
DESERT STRIKE	29.99	POWERMONGER	32.99
ALIEN 3	29.99	SUPER HQ	32.99
SENNA SUPER MONACO	29.99	ROLO TO THE RESCUE	32.99
PGA TOUR GOLF	29.99	CHIKI CHIKI BOYS	32.99
ALEX KID ENCH. CASTLE	22.99	DOUBLE DRAGON 3	32.99
STREETS OF RAGE	27.99	SHADOWS OF THE BEAST 2	32.99
LHX ATTACK CHOPPER	29.99	T2	32.99
SUPER HANG ON	26.99	STEEL TALONS	32.99
SUPER THUNDERBLADE	27.99		
TERMINATOR	29.99		
ROAD RASH	29.99		
WORLD CUP ITALIA 90	22.99		
CORPORATION	29.99		
GREEN DOG	27.99		
MICKY MOUSE	29.99		

NEW GAMES

TOP SELLING GAMES

688 ATTACK SUB	29.99	LEMMINGS	29.99
AFTERBURNER 2	27.99	MARIO LEMEUZ HOCKEY	29.99
AQUABATICS JAMES POND	29.99	MEGA GAMES	29.99
ARCH RIVALS	29.99	MICKY AND DONALD	29.99
ARROW FLASH	19.99	NHL HOCKEY	29.99
BATMAN ORIGINAL	27.99	OLYMPIC GOLD	29.99
BATMAN RETURNS	29.99	REVENGE OF SHINOBI	27.99
BULBS VS LAKERS	29.99	ROAD RASH 2	29.99
CHUCK ROCK	29.99	ROBOCOP (JAMES POND 2)	29.99
COLLAINS	23.99	SIMPSONS	29.99
CRUE BALL	29.99	SMASH TV	26.99
D ROBINSON BASKETBALL	29.99	SONIC THE HEDGEHOG	27.99
DECAWATTACK	27.99	SPACE HARRIER 2	17.49
DOLPHIN	29.99	SPIDERMAN	29.99
DONALD DUCK QUACKSHOT	29.99	SPLATTERHOUSE 2	29.99
DOUBLE DRAGON	22.99	STEEL EMPIRE	29.99
DRAGONS FURY	29.99	STRIDER	24.99
EVANDER HOLLYFIELD	29.99	SUPER MONACO GRAND PRIX	27.99
F22 INTERCEPTOR	29.99	SUPER OFF ROAD RACER	22.99
FERRARI FORMULA ONE	29.99	SWORD OF VERMILLION	23.99
G-LOC	29.99	TALESPIR	26.99
GHOULS N GHOSTS	34.99	TESTDRIVE 2	22.99
GOLDEN AXE 2	29.99	TOE JAM AND EARL	23.99
GYNTOUG	29.99	TURRICAN	24.99
HAZARD	29.99	UNIVERSAL SOLDIER	29.99
HELL FIRE	27.99	WHERE IN THE WORLD	
HOME ALONE	26.99	IS CARMEN SANDIEGO	29.99
JO MONTANA FOOTBALL 3	29.99	WINTER GAMES	22.99
JOHN MADDEN '92	29.99	WRESTLE WAR	27.99
JOHN MADDEN '93	29.99	XENON 2	27.99
KID CHAMELEON	29.99		

SPECIAL OFFERS



QUICKJOY SG JOYPAD (WITH SLOW
MOTION & TWO SPEED AUTO FIRE)
£13.99



TURBO 2 RAPID FIRE JOYPAD FOR
MEGADRIIVE
£13.99



QUICKJOY FOOT PEDAL TRANSFERS
ANY FUNCTION TO FOOT PEDAL
£17.99



QUICKSHOT INTRUDER 3 2 DUAL SPEED
TURBO FIRE SLOW MOTION FUNCTION
£21.99

MEGADRIIVE ACCESSORIES

MENACER LIGHT GUN WITH 6 GAMES	58.99
SEGA CONTROL PAD (GENUINE)	9.99
SEGA ARCADE POWER STICK	33.99
QUICKSHOT PYTHON JOYSTICK	8.99
QUICKJOY FOOT PEDAL JOYSTICK	18.99
STRIKER JOYPAD (RAPID FIRE)	16.99
COMPETITION PRO CONTROL PAD	13.99
INFRA RED CONTROL PADS (TWO)	50.99
FANTASTIC MEGADRIIVE CARRYBAG	16.99
STORAGE RACK FOR CARTRIDGES	8.99
GAME GENIE (GAME ENHANCER)	54.99
CLEANING KIT FOR ALL CONSOLES	5.99
DUST COVER FOR MEGADRIIVE	4.99
SCART LEAD MEGADRIIVE TO TV SCART	9.99

THIS MONTH'S GAME GEAR OFFERS



Sega Game Gear with Sonic & Mains Adaptor
FREE Membership
FREE Super Monaco GP
£128.99

HOW TO JOIN

ALL PRICES QUOTED ARE FOR MEMBERS ONLY

You can order as you join.
ANNUAL MEMBERSHIP: UK £6.99 EEC £9.99
MEGAMANIA CLUB HOTLINE

0425-477511 OR 480989
9am - 7pm weekdays. 9am-6pm Saturday

TOP 10

SONIC THE HEDGEHOG 2	22.99
CHUCK ROCK	19.99
SUPER KICK OFF	23.99
MICKY MOUSE	19.99
SONIC THE HEDGEHOG	24.99
OLYMPIC GOLD	23.99
SPIDERMAN	23.99
DONALD DUCK	24.99
SUPER MONACO GP	19.99
SENNA SUPER MONACO	23.99

TOP SELLING GAMES

ALPINE 3	22.99	MARBLE MADNESS	23.99
ARIE LITTLE MERMAID	22.99	NINJA GARDEN	19.99
AXE BATTLER	24.99	OUTRIDER EUROPA	22.99
BATMAN RETURNS	23.99	PAPERBOY	23.99
CHICK MASTER	23.99	PRINCE OF PERSIA	22.99
CHUCK ROCK	19.99	PSYCHIC WORLD	16.99
COLLAINS	17.99	SUNCH	19.99
CRYSTAL WARRIORS	27.99	SHINOBI 2	19.99
DEVILISH	19.99	SIMPSONS	22.99
G-LOC	19.99	SURGE	18.99
G.P. RIDER	19.99	SMASH TV	22.99
GEORGE FOREMAN BOXING	22.99	STREETS OF RAGE	19.99
INDIANA JONES 3	23.99	TAZMANIA	23.99
JOE MONTANA FOOTBALL	19.99	TERMINATOR	23.99
RELAX	22.99	WIMBLEDON TENNIS	23.99
LEADER BOARD	19.99	WONDER BOY	17.99
LEMMINGS	22.99		

GAME GEAR ACCESSORIES

FANTASTIC GAME GEAR PROTECTIVE CASE	9.99	SEGA TV ADAPTOR (TUNES GAME GEAR INTO A HANDHELD TV)	62.99
BESHU MAGNIFIER FOR GAME GEAR	10.99	SEGA BATTERY PACK FOR GAME GEAR (RECHARGEABLE FROM MAINS ADAPTOR)	26.99
BESHU GEAR MASTER CONVERTOR (ENABLES USE OF MASTER SYSTEM CARTRIDGES ON GAME GEAR)	11.99	LOGIC 3 MAINS ADAPTOR	6.99
STORAGE RACK FOR CARTRIDGES (STACKABLE)	8.99	SEGA CAR ADAPTOR	16.99
		SEGA GEAR TO GEAR CABLE	5.49

SEND ORDERS TO:
MAGAMANIA
22 MARKET PLACE
RINGWOOD
HANTS
BH24 1AW

Cheque
Postal Order
Credit Card
No
Expiry Date
Signature

Name.....
Address.....
Town.....
County.....
Post Code.....
Tel.....
☐ Machine
☐ Enter membership No or Add
☐ Membership fee of £6.99.....
Item.....
Item.....
Item.....
Postage.....
Total.....



NEWS!



DUMMY STRUCK!

A couple of years ago it was Turtles, this year, by all accounts, the world craze is going to be (da-da-da-daaaaa!) The Incredible Crash Dummies. LJN have bought the console game licences to Vince and Larry, the heroic, safety-first mannequins, who have left their being-hurled-into-brick-walls jobs in the automobile industry and are now employed as stunt men.

In the Megadrive version of the game (which is due out around June, incidentally), Vince and Larry find themselves working in various plastic limb-losing situations such as bomb factories, ski slopes, car bumper testing and skyscraper falling-off. But, hey, don't worry kids, because even if they are smashed into their component appendages they can easily rebuild themselves so it's all a bit of a laugh. No pics of the game are available as yet, but when they are...

DOMARK DO MIG!



They who lament the lack of a 'real' flight simulator on the Megadrive (well, more realistic than F-22) will no doubt be chuffed silly to hear that Domark's MiG 29 is coming to a Megadrive near you in March. This six-mission sim, which did very nicely on the Amiga, PC and Atari ST, has been converted by the original programmers, Simis and puts you at the controls of the CIS' favourite jet fighter with all

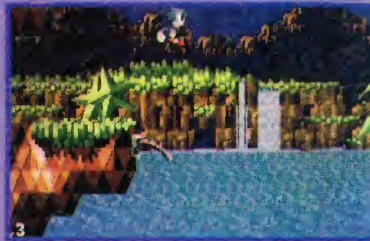
the guns, bombs and stuff that one would associate with such a high-tech aircraft.

Six missions may not sound like a lot, but the lengthy, multi-target nature of the missions leads Domark to claim that it will take ages to play through all 8 M-bits of action, even with the help of the built-in password system. Also, the complex flight sim controls and features which normally require a vast array of key commands on an Amiga or PC have been crammed into a clever set of menu screens which can be accessed easily while you're flying. We know, because we've seen it and pretty good it is, an' all.

SONIC-CD: THE LATEST NEWS!



With the release date of the official UK Mega-CD finally on the horizon, there has been a veritable flood of news relating to the many CD games that will be coming out both here and abroad. However, as usual Sonic is dominating the headlines in Japan as pictures of his much-hyped CD outing are finally revealed.



As you know from last month's news, CD-Sonic is basically a re-vamped version of Sonic 2 with improved sound and lengthy cartoon sequences and from what we've seen those animated sections certainly do look impressive. Looking just like

an anime cartoon, Sonic runs, flies, leaps and even speaks! Yup, the credits for his voice go to a mysterious character known as Utoko who seems to prefer the nickname, Mi-ke. Who this enigmatic figure is and what his voice sounds like, as yet remains a mystery. However, far bigger news is the inclusion of an extra game in CD-Sonic. Time Attack as it is known, takes place in yet another re-designed version of the Green Hill Zone and it seems to be a sort of time trial race game. Presently only a quarter completed, CD-Sonic's March release date seems highly optimistic, but we'll keep you informed of it's progress.

FINALLY, FINAL FIGHT!



There have been rumours abounding in console-land that Capcom's Mega-CD conversion of Final Fight is

going to be only a one-player game, but we can quash those foul myths right here and now. Featuring all three characters, it is most certainly a two-player on-screen game featuring all the moves, all the levels and an up-graded Mega-CD version of the intro sequence. However, most impressive of all, Mega-CD Final Fight contains a special one-on-one duel section just like Streets of Rage 2, where players can battle it out amongst themselves. Scheduled for imminent release, we will hopefully get our hands on a copy in time for a full review next month.

DOING UP THE 'HOUSE



Fans of Splatterhouse 2, that demon-splating, bad influence of a game, will be pleased to hear that a follow-up is on the cards for a Japanese release in March. Called, not surprisingly, Splatterhouse Part 3, the game will pack out a full 16 megabits of cartridge memory, megabits it will put to use on enlarged and more grotesque sprites than before and a stack more supernatural action. Here's a pic for you to feast your eyes upon ('should you be so brave').

ACCOLADE ACTION



▲ HARDBALL III

Accolade are crowing over the fact that they seem to be getting the better of Sega in their US court entanglements, and they're also shouting about four new Megadrive games which are scheduled for release during the next few months.

March should see the release of **AI Michaels Announces Hardball III** - a baseball simulation, before you ask - which has all the features of your standard baseball sim, plus a player editor, a VCR-like action replay facility and **AND** the novelty of baseball commentator **AI Michaels** giving play-by-play descriptions of the rounders-like action.



▲ JACK NICKLAUS' POWER GOLF

Lifting off in April is **Warpspeed**, a 3D space shoot 'em up with a bit of strategy thrown in for good measure. This is to be followed in May by two sports sims, **Summer Challenge** and **Jack Nicklaus' Power Challenge Golf**.

Summer Challenge is the opposite number to **Winter Challenge** (which was rather dull actually) and features eight summery sports: Pole Vaulting, High Jump, Javelin, 400m Hurdles, Cycling, Kayaking, Equestrian and Archery.



▲ SUMMER CHALLENGE

Power Challenge (it's just challenge, challenge, challenge with these Accolade people) puts you on the fairways of two of Jack Nicklaus' own golf courses, where you can pit your swinging skills against digitised players, including Jack himself!

But never mind all that. What we really want to know is when's Star Control II coming out on the Megadrive? And furthermore, can we have a free copy?

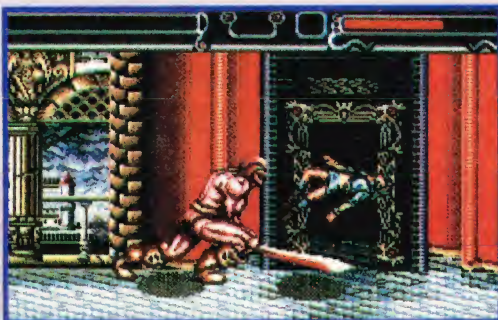
RUDE NOISES RETURN!



Rolling Thunder 2 might only just be scheduled for release over here, but time waits for no man and in Japan production is well under way

on the third episode of this secret agent saga fiendishly entitled **Rolling Thunder 3**. Looking to be more of the same thing, this platform shoot 'em up takes the action a step further with levels based around motorcycle chases and jet-ski battles. It's all very reminiscent of a Bond film and looks to be everything the James Bond Megadrive game never quite achieved. However, unlike its predecessors the game looks as if it might only be a one-player game, leaving the big question, where has the beautiful Leila gone? Still, it's early days yet, so watch this space and we'll keep you informed.

FLIPPIN' EL!



Way back in Autumn of 1990 the small, but steadily growing world of Megadrive users saw the release of a game called **El Viento**. Starring a girl conveniently code-named **El Viento**, it was a platform shoot 'em up set in the 1920's and although it didn't look too impressive it was actually quite a laugh to play. Well, now she's about to return to the Megadrive fold in a sequel entitled **Annette Again**. This time she's on Mega-CD and is using her real name of **Annette**...again. Following a similar format to **El Viento**, **Annette Again** is based more around beat 'em up action than the shoot 'em up style of it's predecessor and also stars her boyfriend **Earnest Evans**. He saved her life in his own Mega-CD game and they've been lovers ever since. By the time you read this it should have been released in Japan, so as usual, we'll give it the fine reviewing it needs in these very pages, the second we get hold of a copy.



Z
E
M
S



STARBLADE VS SILPHEED



▲ STARBLADE



▲ SILPHEED

Sun and it looks to be shaping up right tasty, with some incredible 3D vector graphics, giving the whole game a sort of virtual reality look. With Starblade set for Mega-CD release, it seems that this could be the shape of things to come.

Word on the street is that Namco's 3D vector graphics fest of a coin-op, Starblade, is soon to appear on the Mega-CD. And who's doing the conversion? Why it's none other than Japanese developers, Wolf Team, who have been scoring points with their Thunderstorm FX, Roadblasters FX and will be producing a conversion of laser disc classic Dragon's Lair (as reported last ish). When and how much is not yet known, but as soon as we find out that information right here's where you'll find it.

Also still in production at Game Arts is Silpheed. Now, more pictures of the game are filtering in from the Land of the Rising

HEY JOE! WHERE DID YOU GO?



That's Joe Musashi, alias Shinobi, of course, and if you're wondering why his latest Megadrive game, Return of the Ninja Master (88% last issue) isn't on the shelves yet, the reason is that it's been postponed till some time in the summer so that the programmers can have it back and smooth off a couple of rough edges that Sega have spotted. The smart money is on

a June release date, and we'll be taking another look at the game then, to see if whatever improvements made can bump Shinobi III into the realms of the Hyper!

ECCO EXTRAS



Dolphomaniacs who don't already have Ecco for their Megadrive may like to save up for Sega's limited edition Ecco pack. For your £49.99 the pack provides a copy of the sooooooper game, a smart Ecco T-shirt, an exclusive groovy sounds cassette featuring U2 and Erasure amongst others and a certificate from the Whale and Dolphin Conservation Society of Great Britain stating that some of your 50 Semollans has gone towards the upkeep of the real Ecco, Sega's sponsored dolphin which resides in one of the UK's two remaining dolphin colonies in the north of Scotland. And there'll be more of that... next month.

EA AND SEGA IN DOUBLE HEADER!

Prospective Megadrive buyers who are unmoved by the prospect of a free copy of Sonic the Hedgehog may be more won over by Sega's forthcoming Double Header pack which contains a Megadrive, the gubbins and copies of EA's original John Madden Football and EA Hockey. 'Is this Electronic Arts striking a deal with Sega to off-load old remaindered cartridges now that sequels are in the shops?', was the cynical question we asked Simon Jeffery, EA's Miniature Manager of Marketing. Not at all was the reply as we bit our tongues, for the original 4 M-bit programs are being combined on one brand-new, plastic-saving 8 M-bit cart for the ease and convenience of those new Megadrive owners. A price for the pack has yet to be revealed by Sega, but you can expect it to appear in your local Dixons et al in March.

SEGA SPOT REMOVER!



Blimey! Remember our report on Virgin's Spot, The Cool Dude (MT 13)? Well, word reaches us from the Las Vegas Consumer Electronics Show that before Virgin could get the little 7-UP character and his wacky platform game on the shelves, fat-walletted Sega stepped in and bought the game, lock, stock and barrel! Well, not quite lock, stock and barrel, because the story goes that this only applies to the USA and Virgin will still be selling the game in Europe. Blimey! Life, eh? We'll keep you posted on the situation.

MEGA-CD... THE COUNTDOWN CONTINUES!



April is still the date Sega have down for the launch of the Euro Mega-CD, which is to be priced at £269.99 with copies of **Cobra Command (AKA Thunderstorm FX)**, **Solfeace** and the **Sega Classics CD** (containing **Streets of Rage**, **Golden Axe**, **Super Monaco GP**, **Columns** and **Revenge of Shinobi**). They've even firm up a schedule of 36 CD titles to be released in 1993, and the machine will be launched with the following six discs.

JAGUAR XJ-220 £39.99

WOLF CHILD £39.99

PRINCE OF PERSIA £39.99

SHERLOCK HOLMES £44.99

BLACK HOLE ASSAULT £39.99

NIGHT TRAP £49.99

Smart-looking 3D driving game with a design-and-save-your-own-courses feature.

Platform game starring a bloke who turns into a wolfbloke.

Superb platform/puzzle/adventure which scored 90% in MT 10

Victorian crime-busting adventures with the famous detective and his elementary mate, played by actors and portrayed in full motion video!

Robot bash 'em up in space, which scored 61% last issue.

Rescue teenage girls from space aliens in this game which is wowing players in The States. Why the big price? It's on two CDs!

UNIVERSAL GAMES (UK) EST 1989

MEMBERS AND
NON-MEMBERS
WELCOME

USA's NO 1 GAMES
CLUB NOW THE
THE UK

MEGADRIVE
MASTER SYSTEM
GAMEGEAR
SUPER NES
GAMEBOY
ETC...

YOU WANT IT
WE'VE GOT IT
AT THE RIGHT PRICE
.....FAST.....

Over 60,000 Members in the UK Alone

Membership includes
Huge discounts on every purchase
Free monthly update on New Releases
Release dates and best buys
Unique Membership Swap Club
Plus Prizes & Gift Vouchers Every
Month
Plus lots and lots more.....



FOR MORE INFO CALL
081 - 984 7337

5 LINES

....GAMES....HARDWARE....NEW....EXCHANGE

DRAGON GAMES TEL: 0592 643311



MEGADRIVE

Alien 3.....35.50
Alisia Dragon.....35.50
Another World.....35.50
Aquatic Games.....31.25
Arch Rivals.....35.50
Arrow Flash.....35.50
Back to Future 3.....35.50
Batman.....35.50
Batman Returns.....35.50
Bio Hazard.....35.50
Buck Rogers.....35.50
Bulls V Lakers.....35.50
Captain America.....35.50
Captain Planet.....35.50
Chakan.....31.25
Chuck Rock.....35.50
Corporation.....31.25
Desert Strike.....35.50
Donald Duck.....31.25
Double Dragon.....31.25
Dragons Fury.....35.50
Ecco.....35.50
Empires of Steel.....35.50

FREE MEMBERSHIP TO THE EXCLUSIVE DRAGON GAMES CLUB WHEN YOU SPEND OVER £20

Euro Club Soccer.....35.50
E. H/field Boxing.....40.00
F-22 Interceptor.....35.50
Ferrari Formula 1.....35.50
Gallabard.....35.50
Ghouls n Ghosts.....35.50
G-Loc.....35.50
Golden Axe 2.....31.25
Greenog.....31.25
Gynoug.....35.50
Hardball.....35.50

Hellfire.....35.50
Herzog Zwei.....35.50
Humans.....35.50
Immortal.....35.50
Indiana Jones 3.....35.50
It Came from Desert.....35.50
James Bond 007.....35.50
Jewel Master.....35.50
Joe Montana 3.....35.50
John Madden's 93.....35.50
Jordan V Bird.....35.50
Kid Chameleon.....31.25
Krustys S.F. House.....35.50
Lakers V Celtics.....35.50
Lemmings.....35.50
LHX Att. Chopp.....35.50
Lotus Tur. Chall.....35.50
Marble Madness.....35.50
Mario Lemieux Hoc.....35.50
Merces.....35.50
Mickey Mouse.....35.50
Midnight Resist.....35.50

WIN WIN WIN WIN WIN WIN WIN WIN
ALL ORDERS PLACED WILL BE GIVEN A
LUCKY ORDER NUMBER...ALL ORDER
NUMBERS WILL BE PLACED IN OUR FREE
PRIZE DRAW.
WIN A BRAND NEW SEGA GAME - ORDER NOW!!!
WIN WIN WIN WIN WIN WIN WIN WIN

Monster Lair.....31.25
Moonwalker/Vid.....35.50
Mystic Defender.....31.25
NHLPA Hockey 93.....35.50
Ninja Gaiden.....35.50
Olympic Gold.....35.50
Revenge Shinobi 2.....37.50
Rings of Power.....40.00
Risky Woods.....35.50
Road Rash 2.....37.50
Robocod.....35.50
Shadow of Beast 2.....35.50
Sonic 2.....35.50
Speedball 2.....31.25
Splatterhouse 2.....31.25
Streets of Rage 2.....40.00
Strider 2.....37.50
Super Hang On.....17.75
Super Monaco 2.....35.50
Super Off Road.....27.50
Sword of Sodan.....35.50
Sword of Vermillion.....44.50

M. SYSTEM GAMES

Alien 3.....29.50
Arch Rivals.....31.25
Asterix.....29.50
Batman Returns.....27.50
California Games 2.....27.50
Chess.....31.25
Chuck Rock.....29.50
Ghouls N Ghosts.....27.50
Lemmings.....27.50
Marble Madness.....27.50
Master of Darkness.....27.50
Mickey Mouse 2.....29.50
Ninja Gaiden.....29.50
Prince of Persia.....29.50
Shadow Dancer.....29.50
Sonic 2.....27.50
Strider.....27.50
Summer Games.....27.50
Super Monaco GP.....27.50
Sup. Space Invaders.....29.50
Tazmania.....27.50
Tom & Jerry.....27.50
Total Recall.....31.25
Wonderboy 3.....27.50
Wld Class L/Board.....27.50

G.GEAR GAMES

Alien 3.....25.50
Batman Returns.....25.50
Chakan.....27.50
Chuck Rock.....25.00
Golden Axe.....22.25
Indiana Jones 3.....25.00
Lemmings.....25.00
Marble Madness.....25.00
Mickey Mouse.....22.25
Mickey Mouse 2.....27.50
Ninja Gaiden.....22.25
Outrun Europa.....25.00
Prince of Persia.....25.00
Shinobi 2.....25.00
Sonic 2.....25.00
Streets of Rage.....22.25
Super Kick Off.....27.50
Super Monaco GP 2.....27.50
Super Off Road.....25.00
Sup. Space Invaders.....25.00
Tazmania.....25.00
Terminator.....25.00
The Little Mermaid.....25.00
Tom & Jerry.....27.50
Wld Class L/Board.....22.25

BUY & TRY
Within your first time if
within 10 days you wish
to exchange it - return it
to us as new quoting your
order number - and we
will allow 75% YES 75%
against your new choice

P&P - UK Only add
£1.50 Free P&P on all
orders of £40 and over

NB. We will only cash
our Cheque or P.O if
items are in stock and
ready for despatch
100% of titles in stock
Can't see it - just phone

DRAGON GAMES
16 LINK STREET, KIRKCLDY,
FIFE. KY1 1QE. FAX: 0592 643322



Z

E

M

S

II



NEW BALLS PLEASE!



With summer on its way, it'll soon be tennis time again and Wimbledon champion, André Agassi is more than ready for action with his soon-to-be-released Megadrive tennis sim in tow. Featuring four different types of court, eight different players and an umpire who calls every shot, Tecmagik's André Agassi Tennis also has an extra Skins Game option which allows you to play for big cash stakes – André is a Vegas boy after all. The game will be out in June, at around the same time as Sega's own Wimbledon tennis game, and we hope to have a MegaTech preview of each of these in an imminent issue.

THE UK RELEASE SCHEDULE

Here it is! The almost definitive list of official Megadrive releases which will be in your town sometime in the next few months. We say 'almost definitive' because, as we always have to point out with these things, release dates and prices can change at very short notice (read the Shinobi III story and believe!)

FEBRUARY

● ROLLING THUNDER 2	SEGA	£39.99
● GRANDSLAM TENNIS	SEGA	£34.99
● SIDE POCKET	SEGA	£34.99
● TWO CRUDE	DUDES SEGA	£34.99
● ATOMIC RUNNER	SEGA	£34.99
● EX-MUTANTS	SEGA	£34.99
● G-LOC	SEGA	£39.99
● PGA TOUR	GOLF EA	£39.99
● MEGALOMANIA	VIRGIN	£39.99

MARCH

● CHIKI-CHIKI BOYS	SEGA	£39.99
● CAPTAIN PLANET	SEGA	£39.99
● PAPERBOY 2	TENGEN	£39.99

APRIL

● FATAL FURY	SEGA	£44.99
● CYBORG JUSTICE	SEGA	£39.99
● CAPTAIN AMERICA	SEGA	£39.99
● OUTRUN 2019	SEGA	£39.99
● MUHAMMADALI BOXING	VIRGIN	£39.99
● SUPERMAN	VIRGIN	£39.99
● ANOTHER WORLD	VIRGIN	£39.99
● TEENAGE MUTANT HERO TURTLES	KONAMI	£39.99
● SUNSET RIDERS	KONAMI	£39.99
● JAMES BOND: 007	DOMARK	£39.99
● GLOBAL GLADIATORS	VIRGIN	£39.99

SHOTS SPOTTED? NOT A JOT!

Unfortunately, there's no room in the pages of MegaTech for a Spot the Shot this month, but we promise we'll put one in next month. Anyhow, the answer to January's competition was PGA Golf Tour 2 and here are the 10 winners. N Askey of Winsford, Cameron Shek of Greenock, Gad Elkin of Hadley Wood, Richard Mace of Mill Hil, Graeme Watson of Glasgow, Andrew Sherratt of Werrington, David McKenna of Barrow-In-Furness, Matthew Cox of Epping, Steven Cannon of Edinburgh and finally, Andrew Self of Billericay. Gifts are yours!



MT 15
STATUS:

PREVIEW

JUNGLE STRIKE

PUBLISHER
ELECTRONIC ARTS

PRICE
£44.99

FORMAT
16 M-BIT ROM

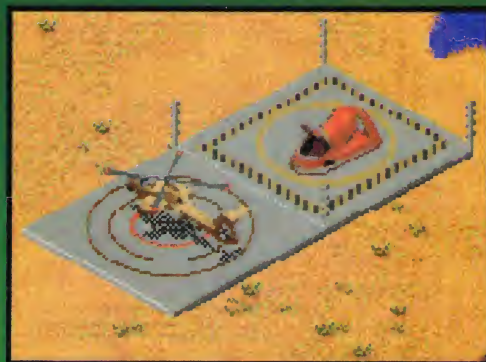
DEVELOPERS
EA IN-HOUSE

RELEASE DATE
AUGUST 1993



Are you one of the thousands of people who bought Desert Strike, EA's top-notch Gulf War shoot 'em up, the mega seller that proved so popular it was converted to just about every console format under the sun? If you were, you've probably been gagging for a follow-up since you finished off the megalomaniac dictator who started off all the Desert Striking in the first place. Well your prayers will be answered later on this year when just such a game should be making its way into your local software emporium. EA's Jungle Strike will be a monster 16-meg cart, programmed by the original team with a few additional members drafted in to help out on the project.

The objective in Jungle Strike is to rid the South American jungle of the evil drugs barons who have infested it with their vile and sordid trade. To help you achieve your objective, you have a far greater range of assault vehicles at your disposal than in Desert Strike. As well as the attack helicopter from the original Strike, you can put a jeep, a motorbike and even a hovercraft into action against those lowdown dirty peddlars of misery and death, and all these vehicles can deal out a fair ration of death and destruction themselves. Featuring the familiar overhead view and super destructive gameplay, the game looks set to be another winner, but the only snag is you'll have to wait until August to get your hands on it.



▲ FROM THE HELIPAD...



▲ TO THE ENEMY DICTATOR'S LIMO...



▲ TO THE DENSE JUNGLE BLANKET...



▲ ...AND HOME AGAIN.



P
R
E
V
I
E
W



MT 15
STATUS:
PREVIEW

TEENAGE MUTANT HERO TURTLES:
THE HYPERSTONE HEIST

PUBLISHER
KONAMI

PRICE
TBA

FORMAT
8 M-BIT

DEVELOPERS
KONAMI

RELEASE DATE
APRIL 1993

TEENAGE MUTANT HERO TURTLES

THE HYPERSTONE HEIST

Yo dudes, check it out! Those excellent amphibious babe-hounds, the Teenage Mutant Hero Turtles, are finally gonna kung-fu (or something) their way onto the Megadrive. Most Awesome! The second of Konami's Megadrive releases, Turtles: The Hyperstone Heist sees the fab four in action as once they more take on the might of the accursed Shredder as another of his dread plots unfolds, this time involving the theft of the Statue of Liberty, no less. Way uncool!

Following the format of all of Konami's other Turtles games, The Hyperstone Heist is a horizontally-scrolling beat 'em up, allowing two players to select between all four heroes in a half-shell as they battle against the villains from Dimension X in the sewers, the streets, aboard surf-boards and even upon a mysterious ghost ship. But for your full turtle fix, you'll have to wait until next month when we give it the definitive MegaTech review. Until then dudes, Cowabunga!



JOHN, PAUL, GEORGE AND RINGO AS YOU'VE NEVER SEEN 'EM BEFORE!



YIKES! SHREDDER!



AWESOME ACTION AHoy!



Hii-YAH, DUDES!





P
R
E
V
I
E
W

MT 15
STATUS:

PREVIEW

SUNSET RIDERS

PUBLISHER
KONAMI

PRICE
TBA

FORMAT
8 M-BIT ROM

DEVELOPERS
KONAMI

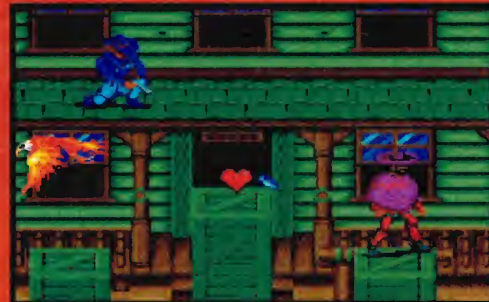
RELEASE DATE
APRIL 1993



SUNSET RIDERS



GET BEHIND ME, GIRL. THERE'S GONNA BE TROUBLE!



IT SURE IS QUIET. TOO QUIET.



ROLL OUT THE BARREL. HEH!



Better warm up those six-shooters and saddle up your pony, because it's time to take to the Wild West as Konami make their debut on the Megadrive with a conversion of their highly successful coin-op, Sunset Riders.

It's hokey Spaghetti-Western action ahoj in this platform shoot 'em up as our heroes, Billy Cool and Cormano Wild duel it out under the burning Mexican sun against all manner of sweaty, tobacco-chewing honchos. What this makes for is plenty of classic cowboy-related action as the daring duo leap across the tops of trains, chase wagons on horse-back and woo hot señoritas at every saloon bar they happen upon, guns blazing every step of the way. Look out for the full and exclusive MegaTech review when it rides out of the desert next month.



MT 15
STATUS:
PREVIEW

PAPERBOY 2

PUBLISHER
DOMARK

PRICE
£39.99

FORMAT
8-M BIT

DEVELOPERS
TENGEN

RELEASE DATE
APRIL 1993



PAPERBOY 2

A good many years ago there was a rather popular coin-op called Paperboy that stormed the arcade world. Such was its success that it was converted onto every computer and console system under the sun including the Megadrive. Now, just when you thought it was safe to renew your subscription with your local newsagents, the paperboy's back and this time he's brought his sister.

Following the format of the original game, Paperboy 2 gives you choice of either a girl or boy (sexism has no place in today's society), as you take to the three meanest streets of your local town to deliver everyone's favourite rag, the Daily Sun. As usual, there are loads of non-suscribers to harrass and abuse, as well as plenty of lethal obstacles like trucks, lawnmowers, prams and even a horrible sewer monster to avoid. Also, unlike it's predecessor, Paperboy now has to deliver to houses on both sides of the street and there are more directions available to propel his little pedalsome body. Scheduled for an April release, we'll deliver you the latest scoop review in next month's MegaTech.



▲ IF I CAN JUST...



▲ KEEP PEDALLING...



▲ ...UP THIS DAMN HILL!

THE NEWSPAPER SERVING NONREADERS

The Daily Sun

EXTRA!
EXTRA!

PAPERBOY FIRED!!!

ACCUSED OF VANDALISM
RECKLESS CYCLING

BIKER ASKS HAZARD PAY FOR INJURIES ON THE JOB

CARRIER H. CANCELLED

▲ READ ALL ABOUT IT! YELLOW BACK IN FASHION!

BUY BIG!

210 BIG!

13 - 26 JANUARY 1993 * 70p * DM 6.00

BRILLIANT POSTERS IN EVERY ISSUE

TV * POP * FILM

FREE BRILLIANT GIFTS!

02
9 770959 321037

GIANT LOVE IS...
CALENDAR!

★
25 STICKERS!



ON SALE

NOW!

25 FREE STICKERS PLUS! FREE LOVE IS... CALENDAR

BIG! The Best Teenage Magazine In The World ★

MT 15
STATUS:

PREVIEW

DRACULA

PUBLISHER
PSYGNOSISPRICE
£TBAFORMAT
MEGA-CDDEVELOPERS
PSYGNOSISRELEASE DATE
MARCH '92

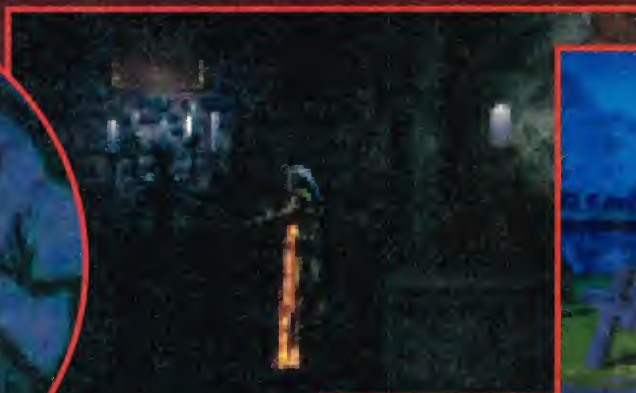
DRACULA

VAMPIRES, EH? CAN'T LIVE WITH 'EM, AND, JUDGING BY THE FACT THAT BRAM STOKER'S DRACULA BROKE BRITISH BOX-OFFICE RECORDS JUST THREE DAYS AFTER IT WAS RELEASED, SOME PEOPLE JUST CAN'T LIVE WITHOUT THEM. ALL THIS BODES WELL FOR PSYGNOSIS WHO ARE RELEASING THE GAME OF THE MOVIE AS THEIR FIRST MEGA-CD TITLE, AND INDEED THEIR FIRST FILM LICENCE.

THEIR TEAM OF IN-HOUSE PROGRAMMERS HAVE TURNED BRAM STOKER'S DRACULA INTO A SCROLLING BEAT 'EM UP SET IN CASTLE DRACULA, THE STREETS OF LONDON, AND VARIOUS OTHER SCENES FROM THE FILM. THE PLAYER TAKES CONTROL OF HANDSOME JONATHAN HARKER ON A MISSION TO RETRIEVE HIS BRIDE MINA, WHOM DRACULA HAS TAKEN A FANCY TO AND KIDNAPPED. ALONG THE WAY HE COMES ACROSS BATS, RATS, THE BLOOD-CRAZED BRIDES OF DRACULA, SWINGING PENDULUMS OF DEATH AND, OF COURSE, DRACULA HIMSELF, IN HIS MANY FORMS (INCLUDING HIS WOLF FORM THAT LOOKS LIKE STREETFIGHTER II'S BLANKA!)

BEING ON CD YOU'D EXPECT THE GAME TO HAVE FEATURES YOU WOULDN'T FIND IN A CARTRIDGE GAME, AND IT DOES. BETWEEN LEVELS THE PLAYER IS TREATED TO A TOTAL OF 14 MINUTES OF FULL-SCREEN, FULL MOTION-VIDEO, (DIGITISED FROM A LASER DISC COPY OF THE FILM) WHICH TAKE UP 80 MEGABYTES OF CD SPACE. THE SPRITES IN THE GAME WERE CREATED BY FILMING THE GRAPHIC ARTIST AND HIS WIFE IN VARIOUS COSTUMES, DIGITISING THE FILM AND LINKING THE FRAMES TOGETHER TO PRODUCE REALISTIC ANIMATION AND THE BACKGROUNDS WERE ALL CREATED ON A STATE-OF-THE-ART 24-BIT SILICON GRAPHICS COMPUTER. THREE DIMENSIONAL MODELS OF THE ORIGINAL FILM SETS WERE CREATED ON THIS AMAZING PIECE OF MACHINERY, THEN A SERIES OF SEQUENTIAL VIEWS INTO THE 'ROOM' WERE CREATED SO THAT THEY COULD BE LOADED ONTO THE SCREEN FROM DISC ONE AFTER THE OTHER, CREATING THE IMPRESSION OF HARKER'S SURROUNDINGS SCROLLING PAST IN PERFECT PERSPECTIVE. IMPRESSIVE.

PSYGNOSIS ARE USING SIMILAR GRAPHICS TECHNOLOGY TO CREATE THEIR NEXT MEGA-CD PROJECT, MICROCOSM. IT'S A SHOOT 'EM UP IN WHICH YOU HAVE TO GUIDE A MICROSCOPIC SUBMARINE AROUND THE INTERNALS OF A DISEASED HUMAN BODY, BLASTING AWAY DISEASED CELLS. WITH THE AID OF THEIR SILICON GRAPHICS MACHINE THE PROGRAMMERS HAVE CREATED SOMETHING THAT LOOKS LIKE THE VIRTUAL REALITY SEQUENCES FROM THE LAWNMOWER MAN!



OH NO! THE SUN IS RISING! BACK TO THE CRYPT! HURRY!



A SHOT FROM MICROCOSM. BOWEL- ACTION AHOY!



MT 15
STATUS:

PREVIEW

PUGGSY

PUBLISHER
PSYGNOSIS

PRICE
£TBA

FORMAT
8 M-BIT ROM

DEVELOPERS
TRAVELLER'S TALES

RELEASE DATE
MARCH '92



Puggsy

Ask anyone and they'll tell you that it's a real stinker when you lose control of your spaceship and crash-land on an alien planet populated by malevolent racoon beings. Sadly, that's the position that cute, off-world blob, Puggsy finds himself in. In fact, not only has he crash-landed on such a planet, the malevolent racoon beings have stolen his spaceship and to get it back and escape he has to find his way around a whole island of puzzles and traps.

Traveller's Tales, the British developers who programmed Galahad, are in the final stages of finishing this platform game for Psygnosis. It sports great graphics (cleverly squeezing more than the usual 64 colours out of the video chip), over 50 levels of clever puzzles, loads of hidden bonuses and bonus sections (including stages in which you can play a game of Space Invaders and one featuring a bit of Gravitar!). Psygnosis hope this is the game that will be the Megadrive's equivalent to the Super NES' Super Marioworld, and while we can't see Puggsy alarm clocks appearing in the Argos catalogue yet, it might just be a matter of time.



▲ LOOK OUT! HE'S GOT A KNIFE!



▲ PUGGSY'S SPACESHIP IN ALL IT'S ANIMATED, RAY-TRACED DEMO GLORY



LEFT: USING A STOOL TO THROW A SWITCH!

▲ BOO! IT'S THE EVIL BOSSES, BUT AT LEAST THE PIRATE PARROT IS DEFEATED!



MEGA MAIL

MEGA MAIL

Hi folks, Tom here! There's an air of excitement in MegaTech Towers today! Early this morning the delivery stork arrived with a big sack of MegaMail and after much deliberation his excellency King Paul entrusted me the sacred privilege of answering the letters. Admittedly, I'm far too incompetent to really reply to the letters, but I let you into a secret, Paul never answers them anyway. It's true! This time last month I followed him up the old mountain path beyond the spooky forest and found out that he gets all the answers from a wise old tree that grows at the very top. This tree actually speaks to him. Honest! So that's where I'm headed right now. I've got the mail bag on my back and my packed lunch in my satchel. In fact, I think I can see the tree right now. Oh my goodness, it's on fire! Who could have done such a terrible deed? Oh, now I see, it's those horrible cavemen from beyond the hills. I knew I should have brought Jeff with me, he would have shown them. Horrors! They've smelt my packed lunch and now they're after me. Oh help! My life is forfeit, but before I'm claimed here's the address to write to: MegaMail, MegaTech, 30-32 Farringdon Lane, London, EC1R 3AU. Somebody please tell Paul of my fate. Hopefully my remains will be found and I can have a decent burial.

SEX GAMES

Dear MegaTech,

In reply to H J Coombs' letter about games for girls, I would like to say that a fashion model or soap opera game would be of no interest to the majority of female Megadrive players.

Although my favourite games are platforms (Sonic, Mickey Mouse etc) I do also enjoy shoot 'em ups, RPG's and beat 'em ups (to name a few).

Personally, I would find a fashion model game aimed especially at us 'girls' quite patronising, not to mention boring. If software companies are interested in finding out the type of games female MD players would like to see on sale, they only have to ask (perhaps via a questionnaire in magazines like MegaTech) – they may be surprised at the results.

ALISON BROWN, AYRSHIRE,
SCOTLAND

Hear, hear! At the risk of appearing to create a new stereotype I'm going to stick my neck out and say (for what it's worth) that most of the female players I know, and the majority of females who send in scores and tips seem to favour Mickey Mouse, Sonic, Ecco, Devil Crash/Dragon's Fury and puzzle games like Block Out and Columns, though they do play shoot 'em ups, etc, to a lesser extent. It might be interesting to note that someone at Domark told me that most of the calls for help they received regarding the Master System version of Prince of Persia were from women. Would I be right in drawing the conclusion that females prefer games which either don't have men as the stars, or which challenge the mind more than the trigger finger?

WORKING UP A LATHER

Dear MegaTech

I would like to complain about TV programmes like Brookside, Eldorado etc. Whenever they mention a console they always mention Nintendo, especially Gameboys, but with supposedly over 1 million Megadrive owners, I find it irritating that they never mention Sega. After all, Sega has been around longer than Nintendo in Britain and they are more popular in Britain than Nintendo. Also, on Brookside one of the young lads sold his Megadrive to get a SNES. So young people get the opinion that the SNES is the best and it's not.

Anyway, sorry about my ramblings. But I just had to get it off my chest. Keep up the good work.

L GRAY, WELLINGBOROUGH

Alas, the vulnerability of today's youth. So naive and innocent. Unable to fend for themselves and resist the evils of the modern soap opera. For the children of this world I see a dark future where all men are known as Harold and all women are called Madge. A time when the Earth will be inherited by a new messiah known only as Jim Robinson. Save yourselves, before it's too late!

BAD PRESS

Dear MegaTech,

Congratulations on your first year of publishing and all the best for 1993.

Well we are getting worse publicity than Rottweilers aren't we? It has just been on the news (again) about somebody having a fit while playing on their console. Now I can just hear parents all over Britain saying, "Don't go playing on that computer thing or you'll be having fits!". My point is that why should such rare occurrences be

repeated so much. Video games affect photosensitive people (between 1 and 5% of the population), which is not very many people, but the way it is reported, you'd think you'd have a fit every time you switched on your MD. I mentioned Rottweilers earlier, because they got the same treatment – a couple of people got attacked and the press went looking for more people to report on. Eventually they got muzzled (the dogs, not the press, unfortunately). The media is very influential and it could do a lot of damage to the video game industry.

I read the MegaTech Christmas Carol (MT 13) and that got me thinking. I would like to know about the history of Sega (when it started, what it did etc). Do you know where I could find out? (Is there a special place to write to?)

Thank you for keeping us informed in '92 and keep it up in '93.

POB, LITTLEBOROUGH

Yup, once the press get their teeth into a subject, they sure do like to milk it for every cent. Just for the record, only 1% of the population suffer from epilepsy and only 5% of suffers are actually susceptible to photosensitive attacks. Besides, all Sega games now contain warnings on the subject and short of blowing the whole situation out of proportion and banning video games outright, I can't see what more can be reasonably done to resolve the matter. What with these horror stories, the evil, violent influence of video games and the terrors of console addiction, I'm surprised that the tabloids manage to fit in all their latest video games competitions and hot console news sections.

REVEALED – THE REEGADRIVE!

Dear MegaTech,

I have a few questions for you.

1. Are the UK games for the Megadrive compatible with the Portuguese Reegadrive?
2. The UK Megadrive work in Portugal?
3. What do you think about Alex Kidd in Enchanted Castle?
4. Is it true that Sega is making a new console, the Gigadrive? Is it better than the Mega CD?

AN ANONYMOUS PORTUGUESE PERSON,
PORTUGAL

I haven't got a clue what a Reegadrive is. If you want to know whether UK games are compatible with a Portuguese Megadrive then the answer is yes. All European games are inter-compatible. However, if there is such a thing as the Reegadrive, then it's probably a dodgy pirate machine and you'd do well to leave it alone. As for Alex Kidd, I thought it was quite cacky when it first came out and I think it's complete toss now. The Gigadrive will be out in Japan, supposedly, this Christmas. It's a 32-bit machine, but nobody knows quite how good it will be as yet.

SHOOTING UP

Dear MegaTech,

The proliferation of shoot 'em ups on the Megadrive is often mentioned and I bought arguably the best of these; namely Thunderforce IV. However, the vast majority are of the horizontal variety and yet in the arcades the vertical shoot 'em up is in ascendancy. Why then don't we see more of the latter, which I personally prefer. 'Gun Frontier' and 'Lightning Fighters' are two examples that spring to mind as old favourites.

PS. It wouldn't have anything to do with the shape of the TV screen would it?

PETER GILES, MARKET DRAYTON

Hmm, I don't really know why most Megadrive shoot 'em ups are horizontal scrolling. Admittedly, the screen is wider than it is taller, but I wouldn't have thought it would cause too much of a problem. I guess it's just a matter of taste. Sega obviously perceive the games-buying public as being more interested in horizontal shoot 'em ups and cater to that market. Mind you, we did see Nobunaga and his Ninja Force last month, one of the best shoot 'em ups around and an up-the-screen shooter at that, so maybe the trend is changing.

SPOT THE WINNERS

Dear MegaTech,

I am writing to you concerning your competition in November's mag. Myself and my children, James, Caroline and Kimberley, all entered your competition. When I bought your January mag, I noticed that there were only 10 correct entries. When I looked at the names, none of ours were there. Please can you tell me why. My children are very upset. We did put the correct answers,

MR V HORTON, ROCHDALE

Oh cripes! I think you've got the wrong end of the stick here. I believe you're referring to November's Spot the Shot. Perhaps you did send in the correct answers, but there can be only ten winners (we do state that) otherwise we'd be giving away hundreds of prizes each month and then we'd be broke.

A THICK MORON WRITES

Dear MegaTech,

I think your magazine is really, really great and I've got every copy so far. I know that in issue 12 you said that Street Fighter II was coming out, but I have not seen any sign of it in the shops. Also, when it does eventually come out, will it be on CD, Cart or both?

JAMES BELL, RUGELEY

James, you may have noticed that we cleverly intersperse the pictures in MegaTech with words. If you'd actually read these 'words' in our Streetfighter article you'd have found all the answers to your questions and wouldn't have had to waste your time writing this letter.

A SUPER NES QUESTION!

Dear MegaTech,

Could you please tell me if there is going to be a Super NES CD coming out. If so, would it be better than the Mega CD. What would be the best machine?

Will the Wondermega be coming out in England soon?

NICHOLAS OLIVER, LYDIATE, MERSEYSIDE

Originally, Nintendo planned to have their CD machine on the streets by this autumn, but have since postponed its release indefinitely because they don't think there's a market for CD software on the video games scene right now. Strangely enough, a similar situation occurred a few years ago when Nintendo held back the release date of the Super NES believing there wasn't any market for 16-bit consoles. Then the Megadrive was released and the rest is history.





QUESTIONS, QUESTIONS

Dear MegaTech,

Could you please answer the following questions.

1. Do you know of any other Menacer games to be released, such as the Operation Wolf or Thunderbolt coin-ops?

I purchased the Menacer just before Christmas and I therefore do not wish to find out that it has been a waste of money because of the limited games available.

2. I have Terminator 2: The Arcade Game and use the Menacer with it quite often. I sometimes find that the cursor sticks in certain places for a few seconds and therefore does not follow the gun movements. Do you know why this happens?

3. Will the A,B and C buttons on the specialised 6-button joystick for Streetfighter '92 work with the other ordinary Megadrive games?

4. Did you see on the news around Christmas time, that the prices for console games are too high? Does this mean we shall see a reduction for the prices of our games, considering they only cost around £10 to produce?

5. Any more news about Golden Axe 3 and Turtles: The Arcade Game?

S REED, BOSTON, LINCOLNSHIRE

1. Although there hasn't been any news of any Menacer cartridge games coming out in the near future, I can tell you that Mad Dog McCree, Gallagher's Shooting Gallery, Space Pirates and Who Shot Johnny Rock are being released on Mega-CD.

2. Somehow, the signal from the TV to the Menacer to the infrared receiver is being delayed or disrupted. It could be that the brightness setting of your TV is set too low or that there is too much reflection on the screen.

3. When using the 6-button joystick with a normal Megadrive game, the A, B and C buttons will function as normal, whereas the new X, Y and Z buttons will be non-functional.

4. I very much doubt that games prices will drop significantly.

5. Golden Axe 3 is due for release in Japan during March on 8 Mbit cartridge. Turtles: The Hyperstone Heist has already been released by Konami on import, but a conversion of the arcade game seems unlikely.

IT'S A STICK UP!

Dear MegaTech,

With Issue 13 of MegaTech you gave away a sheet of stickers to customise the Megadrive with. They made the Megadrive look better than before, which is a tall order. But there are areas not covered by these excellent stickers. So I'm asking you, please could you release another sheet of stickers different to the first sheet. They would be best covering parts of the Megadrive that haven't been accounted for yet.. They would be the finishing touch to this brilliant piece of technology. I hope you would consider this and do right thing.

NEIL 'NEZZA' LIVSEY, DONCASTER

Unfortunately Neil, I think it's highly unlikely that we'll bring out another sticker kit to cover those embarrassingly exposed areas. But don't worry, we've got some pretty smart gift ideas in the pipeline and once you see what we have in store, you'll soon forget all about your bald patches.

SEEN IT ALL BEFORE

Dear MegaTech,

Congratulations on being the only people able to produce a magazine that doesn't treat its readers as though they have a mental age of 3. However, before your justifiably swelled heads do a Scanners, I bet you can't identify this MD game:

Having made my way through a lush forest, avoiding all (well, three) sorts of nasties, I skipped past some funny-looking spiders with smiley faces and tip-toed across some clouds. I ran fast enough to escape some big rolling rocks and I swam from some homicidal fish. I then fought my way through a mad-cap library, jumping over books and entering a bonus room filled with dangerous sugar cubes. There was another level within the library, a delicious looking cake-shop's worth of cream buns, flying jelly things and moving wafers (I even slipped through a slab of jelly at one point), all above a sea of milk. There was also an end-of-level boss that was actually five little bosses that came out one at a time and jumped about a bit.

Ah ha! you will cry. Castle of Illusion, you will quite rightly assume. But you'd be sadly mistaken and (even sadder) I'd be another £40 out of pocket, because it's actually World of Illusion.

Ever get the feeling you've been conned?

NAME LOST (GUMPH! SORRY!), NORWICH

Admittedly, there are a lot of intentional similarities between Castle of Illusion and World of Illusion, they are sequels after all, but I don't think there's any denying that World of Illusion is

a far more impressive game. Still, I do agree that companies like both Sega and EA were extremely unadventurous with their Megadrive games last year, releasing loads of unnecessary revamps of their previous games. Funnily enough, the most original release of recent months, Ecco, also happens to be one of the most successful and enjoyable new games around, so let's hope that this example of innovation will spur games companies to think of new ideas. Either that, or we'll just have to look forward to Ecco 2.

A BAG OF CHIPS

Dear MegaTech,

I am writing to you about your reply to Jonathan Darling's letter. You said that USA versions of EA games are not fitted with protection chips. Does this mean that EA will never fit their games with the chips?

PS. Will you please answer this letter because:

1. I'm going to America.

2. You did not print my last letter.

HOWARD DOUPE, SOUTHPORT

At present, EA are not fitting their cartridges with security chips and have no plans to do so. Of course, this doesn't mean that they never will.

I WANT MORE COLOURS!

Dear MegaTech,

Why oh why does every Megadrive game fail to use the stated maximum of 64 colours on the screen at the same time? And why didn't Sega resolve this problem with the Mega-CD? All new games systems on the market easily use more than 16 colours and it shows.

Also, what happened to the 'new generation of cartridges' that were being developed by Sega in order to widen the range of colours on the Megadrive? Could you please shine some light on the matter.

PARMINDER BHANDARI, ISLEWORTH

By using less colours on screen, memory can be saved and used in other areas of a game, such as game-size or speed. Although, I do have to agree that some games take the lack of colours to a tenuous extreme. The badly graded backdrops on Shadow of the Beast II, for example, are a sad joke. As for the 'new generation of cartridges', rumour has it, that Sega of America are developing special graphics chips that increase the number of colours used on screen, but what games these chips will be used in, when they'll be released and how much they'll cost is as yet a mystery.

THE QT ProPad

IT'S SO **HOT...**



IT'S **COOL...!**

AVAILABLE FOR BOTH NINTENDO SNES AND SEGA MEGADRIVE

- 8-Direction thumb control
- Autofire
- Slow motion
- Multiple fire buttons
- See-thru casing
- Rapid fire mode

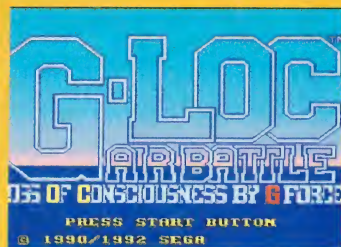
SUGGESTED RETAIL PRICE £16.99 INC. VAT.

Another winning product from...

SPECTRA
VIDEO
TEL. 081-902 2211

Available from

BEATTIES • BOOTS • CURRY'S • DIXONS • FUTURE ZONE • GAME •
HMV • W.H.SMITH • TANDY • VIRGIN • *and all the Best Computer Shops*



FORMAT: CART
M-BITS: 8

BY: SEGA

PRICE: £39.99

PLAYERS: 1

GAME TYPE: SHOOT 'EM UP

CONTINUES: 3

SKILL SETTINGS: 1

G-LOC

P

icture it. The sky's as blue as you like, the only clouds in sight are about a mile beneath your feet, and here you are, all alone, at the controls of your Zeek strike aircraft, cutting through the stratosphere at close to 900 knots. Not a bad way to spend a day at work. Yep, looks like all's quiet on the western front...

But wait, what's this message coming through on the intercom? Whole squadrons of Zeeks stolen by crazed terrorists? Surely another one of those little 'jokes' the boys in the control tower like to play on us pilots? Ha ha ha! Those guys!

'Bogey on your six?' What's that supposed to mean for goodness' sake? And why's that siren suddenly started wailing? Missile lock warning? Ooh, look, there's a plane just like yours right behind you. And another one. And another one. And... another one. Uh oh.

Better call the carrier, eh? Call up reinforcements. But what's this? Bullet holes in the radio? They'll pay for that! Well, looks like you'll have to take on these guys on your own... if you're ever going to get back to the cosy home comforts of the Officers' Mess ALIVE!

● HIGHWAY TO THE DANGER ZONE

The game begins with you lifting off from your home carrier and flying straight into DANGER. From your front-row cockpit seat you get an attractive 3D view of the ocean scrolling by below you and a rather scary view of enemy aircraft zipping towards your plane at the speed of sound, launching air to air missiles as they go.

Your objective is to get through each danger zone, preferably alive, but also shooting down the quota of targets stated before the attack begins. Easy peasy, were it not for the ever-decreasing time limits the US Navy imposes on their pilots these days. If you haven't crocked the prerequisite number of enemy fighters by the time that counter reaches zero, or of course, if you run into an enemy missile, one of your lives goes down the lav. Achieve your goal, though, and it's on to the next zone, with any remaining seconds added to the new time limit.

And it's as simple as that. There are four levels of game to get through, the first two of which are made up of six zones each while the later two comprise ten. As you progress over cities, clouds and oceans and through canyons, the number of targets and missiles increases, but to keep things tough, the time limit decreases, so accurate shooting and fancy flying is definitely the order of the day!



▲ WHAT DO YOU DO WHEN YOU GET A BOGEY/ BLOW IT AWAY!



007000

25

06/07



▲ "WAAAAHOOOO! SEE THAT SUCKER GO UP IN FLAMES AFTER GETTING A TASTE OF MY HOMING ROCKET UP ITS TAIL."

BOOM BANG-A-BANG



▲ COMPLETE A MISSION AND GET THE EGO-INFLATION SCREEN.

The Zeek does its death dealing with the aid of an infinite-bullets Vulcan cannon and a supply of guided missiles. The cannon simply fires toward the cross-hair in the centre of the head-up display, but the missiles can be locked on to targets by manoeuvring your jet so that the enemy plane or ground target passes through the cross-hair. Once it's locked in, a computer voice calls out "Fire" – as clear a signal to launch a missile that you could ever receive.

And don't forget, if a plane looks like it's getting away you can kick in your afterburners for a high-speed pursuit, but don't go overboard because they don't half use a lot of fuel!



mark's comment

This is the first version of G-LOC I've ever seen, and my first impressions on playing the game were that I hadn't really missed much. But hell, the darned thing drew me back like a moth to a light bulb and I was soon enjoying the simple pleasures of

shooting the crap out of enemy aircraft, encampments and gun emplacements. Despite the limited manoeuvres your aircraft is capable of (up, down, bank right, bank left, barrel roll or blast the afterburner for a forward thrust), it is possible to have a good blast on G-LOC. Earn cash by achieving your mission objective, spend it at the end of level weapons screen tooling your plane up with air-to-air or air-to-ground guided missiles and heavy bullets and off you go to inflict major damage on the enemy in the next level. G-LOC's OK if you enjoy a simple airborne blast with your brain turned off and your trigger finger on.



R
E
V
I
E
W



WEAPONS MART

While the Vulcan cannon never runs out of bullets, the same can't be said of the Zeek's missile supplies. These disappear all too quickly in your standard combat situations, so it's fortunate that once you get back to the carrier you can drop into the Quartermaster's store-room to trade your points for weapons. If you can afford it you can rack up a payload of 80 air-to-air and air-to-ground missiles, or replace the light bullets in your cannon with SupaDamage heavy bullets which take out the enemy in a trice. For that extra protection during the day you can even fit your plane with light, medium, or heavy armour.

Strangely, these items are all very reasonably priced, and it doesn't take much effort to score sufficient points to buy all of the best stuff after the first mission.

THE OPERATIONS ROOM

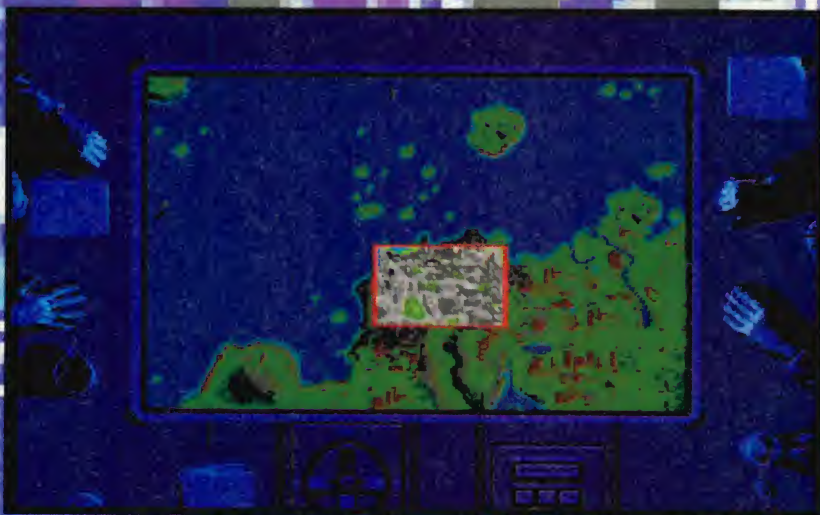
Here's something that wasn't in the arcade game. Before each mission you are taken to the operations room and tied to the light fitting. From here you get a bird's-eye view of the entire war zone and you can get the little bloke sitting at the controls (bottom) to give you a close-up of the different terrains and targets which make up each of the game's four levels. Actually, this doesn't do much to aid you when you're actually in the air, but it's quite a nice little extra.

Z-Z-Z-ZOOOOOM!

One of the most impressive features of arcade G-LOC was the way the 3D view zoomed in and out of the cockpit, and this has been accurately reproduced in the Megadrive conversion. During normal flight you see the action from inside the cockpit, with planes, missiles and the local landmarks rushing towards you. Occasionally, though, some sneaky pilot will try to get behind you, or 'on your six', as they say in the Combat Piloting trade. When this happens, the 'camera' pulls back to a point behind your plane so you can see where he is and barrel-roll out of the way of his missiles. Thrilling, eh?



▲ "LOAD UP, LOAD UP, LOAD UP WITH HEAVY BULLETS..."



▲ THE CONTROLLERS PLAYING AIR HOCKEY ON THE OVERVIEW MAP.



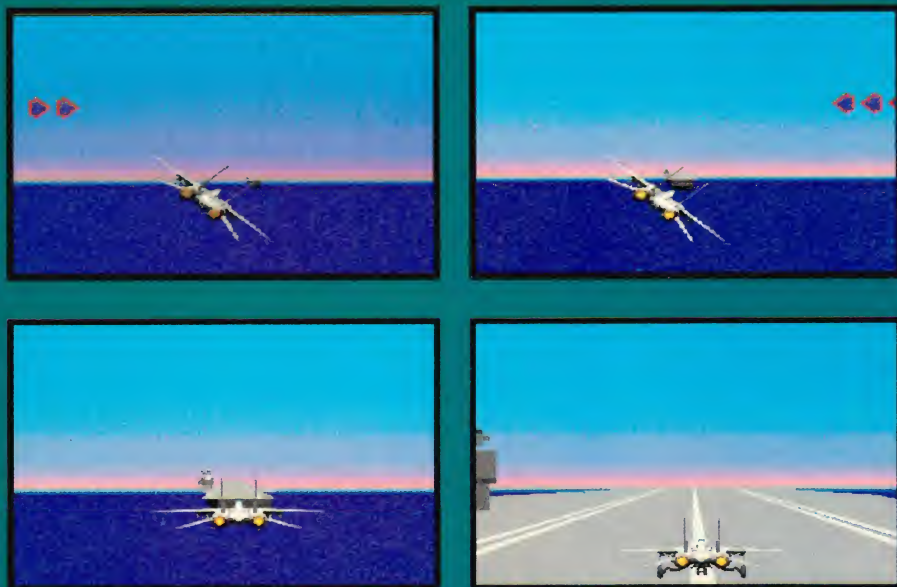
G-LOC - GAME LIKE OLD COIN-OP

G-LOC (which, incidentally, stands for Loss of Consciousness through G-forces) started life as one of the last in Sega's line of 3D super sprite-scaling coin-ops, which included games like Space Harrier, Galaxy Force and OutRun. To thrill the player, most of these games relied on the speed rush provided by the 3D graphics and the hydraulic chairs fitted to the more expensive sit-down units, rather than on gameplay content. G-LOC's forerunner, Afterburner, was particularly lacking in the gameplay department and with G-LOC the opportunity was taken to provide more of the same, but with a little more variety, such as having air, sea and ground attacks and carrier landing sequences. Unfortunately, it wasn't quite enough and the price of a credit (typically £1) helped dampen the players' enthusiasm for arcade G-LOC.

However, the game was revived in 1990 when Sega created the R-360, a sit-in ride which took the form of a spherical cockpit mounted on gimbals. Once strapped into the cockpit the player was confronted with three-minutes' worth of G-LOC, during which the R-360's hydraulic motors would spin him backwards, sideways and upside down in response to the movements of the control stick and (supposedly) the aircraft on the screen. Unfortunately all this didn't come cheap, especially since an attendant had to stay by the machine to ensure players didn't fall out mid-game, and for your three minutes you could expect to pay at least £2. Nowadays, not surprisingly, the R-360 experience is only available in larger arcades.

'NOW LAND THIS CRATE!'

At the end of every level you're told to land your plane back on the deck of your home aircraft carrier. Not an easy manoeuvre, you might think, especially with rolling seas, updrafts, short runways, instrument landing systems, critical changes in power to weight ratios and all that. But G-LOC makes it easy for you by projecting arrows onto the windshield, indicating when it would be a good idea to steer left or right. Of course, this makes landing really easy, but watch out for those sneaky crosswinds which blow the Zeek off course in later levels!



paul's comment

One shot on the coin-op was enough for me (I think I was a bit short of money that day) and one shot on the R-360 was MORE than enough, so I wasn't particularly looking forward to playing G-LOC on the Megadrive. However, I was pleasantly surprised to find that it was a fairly decent blast. It's been well programmed and the pseudo-sprite scaling and rotation on the aircraft is pretty good - probably better than in Afterburner III which has the benefit of the Mega-CD's graphics hardware. The programmers have even tried to improve the limited gameplay of the original with weapon upgrades and map screens, but alas these are pretty ineffective frills because you can buy all the weapons you need at the first opportunity and the map, though pretty, doesn't tell you much. So the action is still as limited as it ever was and that's where the game falls down. The action gets faster as you progress, but not much more exciting. If you're in the market for a G-LOC game this is definitely miles better than Afterburner III, but the original Afterburner II was actually slightly more playable.

GAME TITLE

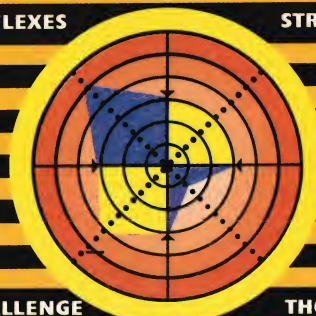
GLOC

REFLEXES

STRATEGY

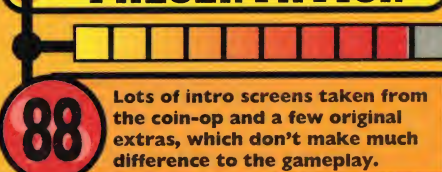
CHALLENGE

THOUGHT

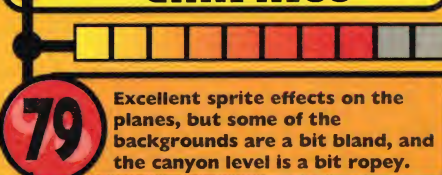


% RATING

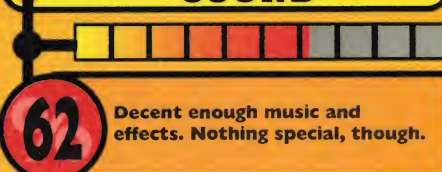
PRESENTATION



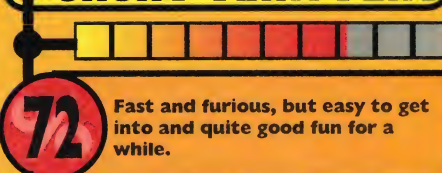
GRAPHICS



SOUND



SHORT TERM PLAY



LONG TERM PLAY



MEGATECH RATING





FORMAT: CD
M-BITS: N/A

BY: CSK

PRICE: IMPORT

PLAYERS: 1

GAME TYPE: SHOOT 'EM UP

CONTINUES: 3

SKILL SETTINGS: 3

AFTER B

New recruit and prospective ace fighter pilot Philippe Christophe was having trouble getting to grips with his new found profession. Finding himself in the midst of a dog-fight with a squadron of enemy craft he found himself wondering why there were seagulls flying on their backs above his head, staring at him quizzically, and why the sky had suddenly turned into a dark gloom then mysteriously begun to wobble. A message crackled into his headset: "Christophe!... (kchhh)... you're flying upside down, you... (fkchh)... (schhhh)... Christophe!" He righted his fighter, only to discover a plane on his tail which was, he noticed, bearing the opposition's colours. The only thing for it, he decided, was to kick in the afterburners and hope for the best. He did so, thrusting his expensive new F-14 Tomcat into a nearby rock face. A split second before impact, a message came into his headset: "... skchh... mind the..!".



▲ I NEVER GIVE UP. TOM USES ITEM YUNKKELUI!



▲ DARK MASTER USES SPELL BOTTSU!! TOM FEELS EVIL POWER

● BEHIND YOU!

As in G-LOC, the majority of the game is played from inside the cockpit, however there are occasions when an enemy fighter may tag your tail and start firing off a few homing missiles of his own. When this occurs, the viewpoint is switched to a viewed-from-behind perspective, with both your plane and the enemy sights before you for study. To prevent these heat-seekers making their merry way up your aircraft's exhaust, a spot of ducking and diving is necessary, making sure that your F-14 is seldom in the enemy's sights for too long. A successful escape is marked by your safe return to the first-person perspective of the pilot's seat.



▲ OH IT IS SO DANGEROUS!

● SHOOT IT UP!



CSK's Afterburner III provides the player with a chance to prove himself a much better pilot than our man Christophe, at the con-

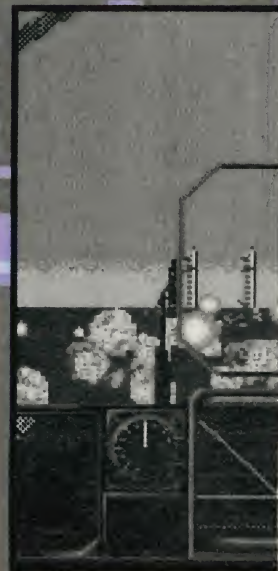
trols of one of the most formidable aircraft in the United States Air Force. Your G-LOC-style mission into the heart of enemy territory involves airborne and ground-based targets. Armed with an automatic cannon and homing missiles, you must guide the enemy into your sights and let loose through fourteen levels of stomach-seizing excitement. Good Luck!



mark's comment

There are times when outstanding Master System games get confused with those available for the Megadrive, at least for their looks if nothing else. With After Burner III the situation is reversed and - considering that we are dealing with a CD game here, let alone a standard Megadrive

cart - it's a very distressing state of affairs. This is the most tragic piece of software I've had the displeasure of experiencing in a long while and it appears that the only use the CD has is to provide the game with some mediocre dance tracks that pump away quietly in the background. It's difficult for me to paint the full tragic picture in so little space, but imagine the disappointment you felt when first playing Altered Beast then multiply that by 10 and you'll get a rough idea. Look at the screenshots and see for yourself but also bear in mind that this game contains the most disgusting cacophony of sounds ever heard. What a waste.



▲ TOM DRAWS AND DRAWS

BURNER 3



PRINCESS MIA ONLY PRAYS!

GROUND ASSAULTS

At every fifth stage, the pilot of the F-14 is required to perform a ground assault. It turns out that the enemy have many bunkers and mobile artillery that require sorting out! During these sections, make sure to watch out for the radar towers and be sure to avoid the devastating shells of tanks and ground to air missiles.

COCKPIT OF DEATH

The control panel of an F-14 might seem quite daunting to the unacquainted, so here's a brief summary of what everything does and why.

The Radar

Situated in the centre of the panel, your radar is a useful tool to use when deciding whether to fight or not.

After Burner Meter

Only appears on-screen when the afterburners kick in. When there's an enemy on your tail you can watch this increase as you run 'er up to full thrust and escape!

Damage Meter

This might have been better if it displayed the words **IMPENDING DOOM** as each bullet finds its way into your fuselage. At least then you'd be under no illusions as to your circumstances.

tom's comment



Maybe I'm just naive or something, but I was kind of expecting something half-decent from Afterburner III. I mean, it's not too much to ask when you consider the capabilities of the Mega-CD. We could have been treated to some incredible aerial feats of sprite-scaling and rotation. Alas, severe disappointment is the order of the day - this game is complete and utter tripe. For a start it has no playability. The machine gun is on automatic fire and just keeps going throughout the game, leaving you to just occasionally fire missiles at the unchallenging enemies. You can move the plane around, but it's hardly exhilarating and you can normally clear a whole level by just flying right. The graphics are really quite poor - there is some scaling on the enemy planes (not that you'd notice unless you looked really hard) and the backdrops aren't anything a Megadrive couldn't do just as badly. The sound isn't impressive in the slightest - there are some dreadful spot-effects, a faint tune in the background and a laughable "Fire!" sample. Considering that this game could easily have been the best thing on the Mega-CD, the resultant tosh is far from acceptable.

GAME TITLE AFTERBURNER 3

REFLEXES

STRATEGY

CHALLENGE

THOUGHT



% RATING

PRESENTATION



52

A few nice screens but the intro is the tattiest and most boring in Mega-CD history!

GRAPHICS



54

The sprite-scaling is smooth, but the sprites certainly aren't all they should have been and the backgrounds are hopeless.

SOUND



38

Background muzak straight out of My Mums' supermarkets. The sound effects are absolutely dire.

SHORT TERM PLAY



28

Interesting for about ten seconds, and after that the sheer naffness of the game becomes very apparent.

LONG TERM PLAY



19

Only a nutter would want to play this for any length of time!

MEGATECH RATING



22

The Mega-CD should have had the definitive G-LOC/Afterburner game, but the cartridge versions are far superior.



REVIEW



SUPER

FORMAT: CART
M-BITS: 4

BY: US GOLD

PRICE: IMPORT

PLAYERS: 1-8

GAME TYPE: SPORTS

CONTINUES: N/A

SKILL SETTINGS: 5

Kick Off - it's the football game everyone's heard of, but it's also the football game Megadrivers haven't been able to get their hands on for yonks. Well, US Gold are about to change all that by releasing the Megadrive version of the classic footie game under the name of Super Kick Off. In-game improvements over the original Amiga version have been programmed in during the conversion process, so Super Kick Off features larger, more detailed sprites and saveable penalties. As the Megadrive doesn't suffer so much from the effects of 'slow-down' when there are lots of players onscreen at once, the action moves along at a much faster pace than its predecessors too. After playing a pre-production copy of Super Kick Off last month, we predicted that it would be heading straight for the top of the Games League Table as soon as it was released. Does the finished version have the same potential for going all the way to the top? Read on and find out (assuming that you know the rules of football, of course)...



▲ GOOOOOOAAAL! JEFF HITS THE BACK OF THE NET

● PICK YOUR SQUAD

Before you start each game you're presented with a squad of 16 players, from which you must pick your playing team of 13 (11 players and two substitutes). You can also change the tactical position of any player (apart from the goalie) in the squad by simply changing the relevant players around on the Manager Screen. Up to two players on your team can also be assigned to mark any particular player on the opposing team.



▲ WANNA NAME YOUR OWN TEAM? THIS IS THE SCREEN TO DO IT ON.

● TACTICAL PLOYS

Team tactics can also be chosen on the Manager Screen. Choose four of the 10 tactical options in the box in the top right-hand corner and they'll be entered in the box below. During a game, you can then choose to adopt any of these four tactical options by bringing up the Pause Menu.

● PICK YOUR PACE

Super Kick Off features a choice of three game speeds. Apprentice players can run their boots in on the slowest setting, which is virtually slow-motion. Skills and tactics can then be honed on the medium setting, but when you've really got the hang of the game, the action soon starts to feel too slow and you have to turn it up to top speed. At top whack, the action is totally manic - at first it seems just too fast to play, but you soon get used to the breakneck pace. Wingers pelt down the wing faster than Linford Christie with his arse on fire, midfield players rush around in a frenzy and even defenders move around the pitch at lightning speed.



▲ THE NEW ARSENAL KITS - PRETTY SMART, DON'T YOU THINK?

▲ THE TACTICS SCREEN WITH ITS AMAZINGLY REALISTIC SUBBUTEO-SIZE BALL.

KICK OFF



GIVING MEGATECH UTD A 1-0 LEAD.

● BALL CONTROL

During a game you control one player at a time, whilst the goalie is computer-controlled. The functions of the joypad buttons can be altered according to personal taste, but using the set-up on the right as a model, here's the move each button makes your player perform.

A Button: Chips the ball.

B Button: Traps the ball, passes the ball or, if it's in the air, heads the ball (or executes an overhead kick if you're facing away from goal). If you don't have possession, your player will do a sliding tackle.

C Button: Shoots the ball. For an outrageous banana-shot, use 'aftertouch' just after you've unleashed your shot by moving the D-pad left or right, depending on which way you want to bend the ball.



▲ "YOU PUT YER RIGHT LEG IN..."



▲ FIVE PINTS OF SPECIAL BREW BEFORE THE MATCH DID LITTLE TO IMPROVE THE CENTRE FORWARD'S PERFORMANCE.



▲ WITH THE 'WIND AND WEATHER' OPTION ON, THE GOALMOUTH SOON STARTS TO LOOK LIKE A MUD BATH. SADLY, THERE IS NO 'MAKE MUD PIES' OPTION.

● THE OPPOSITION

Without a doubt, Super Kick Off is the best Megadrive football game to date. Here's a rundown on the rest of the bunch, from best to worst.

European Club Soccer

Virgin's attempt at a Megadrive footie game features a wide variety of options and moves. It's quite enjoyable, but lacks the real-life 'feel' of Super Kick Off.

World Cup Italia '90

Very basic, viewed-from-above World Cup licence in which it's very easy to beat the computer-controlled teams. It has now resurfaced on the Megagames I compilation with Super Hang On and Columns.

Tecmo World Cup

Based on the popular coin-op, the MD conversion is bland, dull and cursed with poor graphics.



mark's comment

Super Kick Off dumps on the previous efforts to bring our national game to the Megadrive from a very great height. If you've played one of the original home computer versions and you've been hoping that the Megadrive conversion will be as good, don't worry - it's even better! The player sprites are

larger and more detailed than ever before - they move like greased lightning on the top speed setting, with hardly a sign of 'slow-down' when the screen's full of players. The 'foul weather' option has also been improved - with this activated, the pitch gradually changes from lush, green turf to a wind-blasted mudbath. The ball starts to stick in the mud and get blown about by the wind, giving a very realistic feel, as does the chanting and cheering of the crowd. The other major improvement, the battery back-up, comes in dead handy for saving positions and scores halfway through a league season or tournament. The only real niggle for me is the fact that the medium speed setting is just a bit too slow. Oh yeah, for full enjoyment and full aftertouch, get yourself a pair of Megadrive joysticks - it's difficult to get the most out of this game with joypads, and believe me, you'll want to get the most out of it!

REVIEW



● OPTIONS GALORE!

If it's options you're looking for, Super Kick Off has got 'em by the bucketload. Everything's displayed in icon form, so you've gotta know what they all mean. Here's the lowdown...

LEAGUE & CUP MENUS

- **League:** One or two players can play a full League season.
- **Cup:** Eight teams compete on a knockout basis.
- **Euro Cup:** Sixteen teams compete, each round having a home and away leg. Away goals count double in the case of a draw, but if the scores are still level after both legs, it's penalty shoot-out time!
- **International Cup:** Choose eight teams from the pool of 16. These are then divided into two groups of four. The top two teams from each group go through to the knockout semi-finals – just like the World Cup really.



SINGLE MATCH: EUROPEAN FRIENDLY

Play one match, choosing two teams from the list of Euro-clubs below.



SINGLE MATCH: INTERNATIONAL FRIENDLY

Play one match, choosing two teams from the list available.



EDITOR



● **Editor:** Change team names, player names, skin and hair colour. Check on player stats – pace, stamina, resilience, shooting and tackling skills.

● **Save:** During League and Cup competitions, you can save your current competition (scores and team positions only). Save team data changes.

● **View International:** Check player names and attributes of International sides.

● **Exit:** Return to Main Menu.

● **View Tactics:** In-depth check on the 10 different tactical options available. Place the ball in one of 18 positions to see how players will react under different tactical orders.

● **Restore:** Restores any previously saved items.

● **Change Kits:** Create your own team kit by altering shirt, sleeve, shorts and piping.



GAME TITLE SUPER KICK OFF

TRAINING SCREENS



- Practice team play. Your team's on their own, on a pitch with a goalie at either end.
- Practice dead ball situations against an opposing team - place the ball in the 18-yard box for penalties, outside it for free kicks or on the corner post for a corner.
- Practice penalty taking.
- Exit: Return to Main Menu

IN-GAME OPTIONS

Match Duration
Choose between 2x3, 2x5, 2x10 or 2x20 minutes.

Offside
Turn offside on/ off.

Playing Conditions
Choose between fair weather or foul (wind and rain in varying degrees).

Skill
Set your skill level against your opponents. Here, Player 1 has a Fourth Division skill level, whilst Player 2 has a Second Division rating.



Extra Time: On/off.

Game Speed: Three settings.

Memory Clear: Clears the Battery Back-up and restores default settings.

Pitch Type: Choose between artificial or grass pitches.

Exit: Return to Main Menu.

INTERNATIONAL	INTERNATIONAL
DIVISION 1	DIVISION 1
DIVISION 2	DIVISION 2
DIVISION 3	DIVISION 3
DIVISION 4	DIVISION 4

REFLEXES

STRATEGY

CHALLENGE

THOUGHT

% RATING

PRESENTATION



90 A superb range of options, intro and half-time screens.

GRAPHICS



80 Highly detailed, fluid sprites, and pitches which change colour in rainy conditions.

SOUND



88 Realistic crowd noises in the right places, but the ball-kicking fx are a bit duff.

SHORT TERM PLAY



93 The two lower speed settings ease you into the game gently, controls are easily picked up.

LONG TERM PLAY



96 With League and Cup competitions for one or two players, you'll get years of competitive fun out of this.

MEGATECH RATING



94 Whether you're a solitary player or a head-to-head freak, this is the only Megadrive footie game worth buying right now.

tom's comment



After the tragic SNES Kick Off, I was expecting the worst of the Megadrive version, but Tiertex have really done the game justice. From first impressions, the gameplay seems really uninvolved. However, the more you play, the greater the skill you acquire, until you can perform some quite incredible stunts like the aftershot shots. From the screenshots, you may not think much of the boring plan-view graphics, but they work really well, and the sprites have been enlarged over previous versions, giving the game much more of an arcade feel. As for the sound, from the cheering crowds to the wind and sirens, it really creates an excellent atmosphere. My only gripe is that you really need a joystick to gain full control of the game, but with perseverance even a joypad can be made to perform some superb manoeuvres. There are a lot of new Megadrive footie games set for release in Japan, and Sensible Soccer is being programmed over here right now, but they've certainly got their work cut out for them, because Super Kick Off is THE best Megadrive footie game around by a long shot, and one of the best footie sims on any system.



FORMAT: CART
M-BITS: 4

BY: VIRGIN

PRICE: £39.99

PLAYERS: 1

GAME TYPE: PLATFORM

CONTINUES: 1

SKILL SETTINGS: 3

MICK AND MACK

Mick and Mack are a couple of typical young kids. They love nothing more than to pay a visit to their local McDonalds, where they stuff themselves stupid with as much junk food as they can. After this feeding frenzy, they always read their fave comic, Global Gladiators, in which their heroes fight against the dark forces of pollution throughout the world. The bosom buddies agree that "Being a Gladiator would be a total blast!" and dream of playing one of the brave eco-warriors in real life. One day, just when Mick and Mack are daydreaming about their comic-book heroes, an old Bag Lady dressed in ridiculous clothes and with make-up caked over her face shuffles over to their table. "If you're looking for a blast," she croaks, "try this..." And before they can say "Mummy told us not to talk to strange, smelly old Bag Ladies," the young lads are catapulted into their own fantasy world - they become Global Gladiators within the pages of the comic! Incredibly enough, the old Bag Lady wasn't a Bag Lady at all - it was that Ronald McDonald, the clown with amazing magical powers who's always hanging around McDonalds restaurants, hoping to get into their latest advert. Wow!



▲ BEAVER FEVER! PUNISH!

● SEPARATED AT BIRTH



Mick and Mack are the best of mates, and it's not surprising - they're identical in every respect, apart from one. They're the same size, they wear the same clothes, have the same hairstyle and they even leap around the platforms in exactly the same way, armed with the same weapon. The only difference



between the two is their skin colour - one's black, the other's white. Strangely enough, even though the title is Mick and Mack, it's only a one-player game - you have to choose which solitary character you want to play - so maybe it should've been called Mick or Mack instead.



▲ SLIME, SLIMEY-SLIME-SLIME...

● GOO-GUNS A-GOGO



The weapon at your disposal is a weird one, considering that the aim of the game is to rid the comic world of environment-threatening nasties. It's a goo-gun which rapid-fires an unlimited amount of slime, but it's not toxic slime - it's life-enhancing, pollution-killing slime, so stick that up your jumper, Mr Eco-Nasty! One direct hit from the goo-gun will destroy most enemies, and the weapon has a good range - over half a screen's width. Moving the D-pad up or down while you're shooting alters the angle of your shot, but you can't shoot directly up or down. Watch out for the neat 'recoil' effect - if you're shooting

in a precarious position, the recoil from your goo-gun can knock you backwards off your platform or into a death-dealing slime-pit. Ouch!



▲ JUMP, JUMPY-JUMP-JUMP...



K - GLOBAL GLADIATORS



THE BEAVERS WITH A SQUIRT FROM YOUR GOO-GUN.

● M-M-M-McMANIA!



quered flag. Run up and touch Ronald and he'll reward you with a shower of Golden Arches, by way of a bonus (they're worth points, you see).

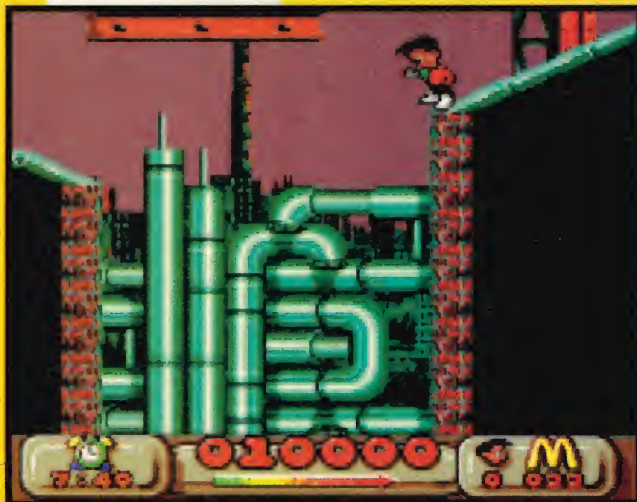
Goo-gunning the nasties isn't the only thing you have to do in Mick and Mack (although it's definitely the most fun). To get through each level, you have to collect a certain number of Golden Arches (the little 'M' McDonalds logos scattered around in various locations). Only when you've picked up enough of these can you make your way towards the end of level Ronald McDonald, who greets you by waving a che-

● SOUND SAMPLES



▲ BUBBLE, BUBBLY-BUBBLE...

If you're a Sound Test freak, you'll have hours of fun playing the massive list of effects in Mick and Mack's Sound Test screen. The samples are superb and really well implemented in-game - the 'wobbly-gurgle' noise that Mick or Mack make when they take a hit from a slime-spitting nasty is particularly hilarious (well...). The music is excellent throughout - upbeat, sample-crazy house beats from the title screen to the end of the game.



▲ EEEEEEEEEEEK, EEEEKY-EEEEK-EEEEK!

mark's comment

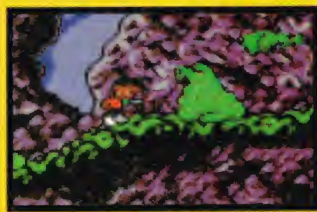


The first thing that you notice when you start playing Mick and Mack is that it's great fun. I loved the goo-guns - it makes a nice change to blow away nasties with something so horribly messy. The revolting splurgey noises they make and the way the slime monsters splatter like enormous turds primed with explosive charges when hit are especially satisfying. In fact, the sounds are excellent throughout the game - sample-laden hip-hop beats urge you through the levels, complemented by spot effects that fit in with the level themes perfectly. The combination of pumping sounds, an unlimited amount of goo to shoot and the way the whole thing hustles along so smoothly really encourages you to play at a cracking pace, and it's easy to end up dead when the game runs away with you. However, when you've slimed a load of nasties and picked up a bunch of Golden Arches, there's not really that much else to do, and Mick and Mack suffers for not having enough variety in the gameplay.



ON THE LEVEL

Here are the four different zones, each of which is divided into three sub-levels. Just blow away the nasties that are threatening the area with ecological disaster, pick up a load of Golden Arches and hunt down Ronnie McDonald to get to the next stage.



1: SLIME WORLD

Populated by blobby slime monsters shooting gunge at your Global Gladiator, the first level is a mess of sludgy platforms. Splurge the monsters and the Slime Machines which spew out muck at an alarming rate and watch out for the deadly, bubbling slime pools.



2: THE FOREST

Leave the slime behind and enter the lush, green forest. But wait - the peaceful scene is being systematically wrecked by an army of beavers, tooled-up with chainsaws. Watch out for the bees' nests, blast the beavers to stop them destroying the woodland, and move onto...



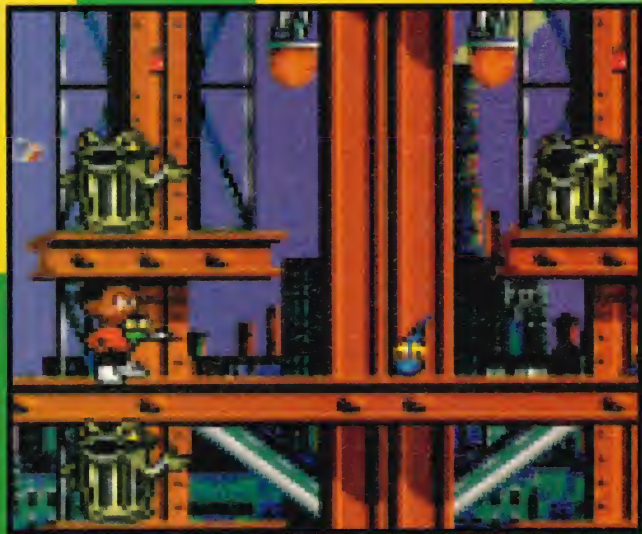
3: TOXITOWN

Bleurgh! Toxittown's like Canvey Island on a bad day - chimneys belching pollution, poisonous gases clogging the air and psychotic spare tyres add up to a nightmare scenario. Many walls lock your exit, so you're gonna have to do a fair bit of exploring to clear the stage.



4: THE ARCTIC

The final zone is set in the snowy wastes of the Arctic. The Global Gladiator of your choice must rid this zone of the evil, environmentally unfriendly menaces that are threatening the world, negotiating glaciers and ice caves on the way.



BINMAN BONUS

If your little Global Gladiator has collected enough Golden Arches on any particular level, he'll gain instant access to the Bonus Screen. As rubbish rains down from the sky, you have to catch each item of trash before it hits the ground and lob it into the correct recycling bin (whilst avoiding the falling anvils). Get enough garbage in the bins and you'll earn an extra life.



paul's comment

It's a bit of a fiddle calling this Global Gladiators with the implication that it's some kind of 'Green' game. It's practically an advert for McDonalds and there's not much turning-players-on-to-environmental-issues - I mean it's not beavers who are cutting down the rain forests, is it! In spite of this, and the lack of the two player mode the title also suggests, Mick and Mack is a decent enough game which plays fast and has great graphics and sound. The only flaw is that it's all pretty samey and there really isn't much depth to the gameplay at all. The levels lack the memorable layout and variety of, say, Sonic 2 because there aren't as many different things to do, and on the whole it's not quite as interesting to play. It's not a game I would buy but I can see younger players enjoying the simple, splatty fun and the funky sounds.

GAME TITLE MICK & MACK



% RATING

PRESENTATION

92 Very polished. Excellent Options screen with a mega Sound Test.

GRAPHICS

89 Neat sprites, atmospheric backdrops, super-smooth scrolling. Smart!

SOUND

92 Cool hip-hop soundtrack, great samples.

SHORT TERM PLAY

86 Fast, addictive, gungey platform action from the word go.

LONG TERM PLAY

75 Simple and enjoyable... but only for a while.

MEGATECH RATING

81 A fun, splurgey, good-looking, great-sounding basic platformer.

The Action Zone

WIN
£250 WORTH
OF GAMES
0839 405066

AMIGA 600 or AMIGA 1200



CHOOSE
BETWEEN
THE NEW 36
BIT A1200
OR THE
TRUSTY
A600

0839 405064

**INFRA RED JOYSTICK
OR STREETFIGHTER
JOYSTICK**

Your choice! The control of
the arcade machine or the
cable free infra red.

0839 405065

**STREET
FIGHTER II**



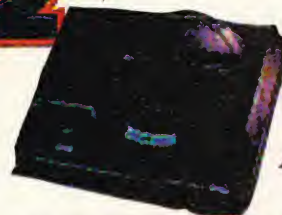
WIN ALL OF THESE!!!

0839 405061

WIN

**SONIC 2
THE HEDGEHOG**

**MEGADRIVE
+ MEGA CD
+ CD GAMES**



0839 405062

WIN



**SONIC 2
THE HEDGEHOG**

PLUS TV TUNER

0839 405063

**ACTION
REPLAY FOR
YOUR MACHINE**
Infinite lives, infinite
power, become
invincible
0839 405067

**WIN WIN WIN
HARLEY DAVIDSON GEAR**

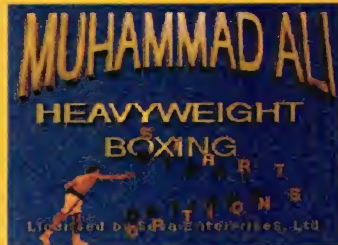
**GET YOURSELF A HARLEY
LEATHER JACKET
WORTH 500 QUID!!!**

0839 405068

WIN!!!

The mountain
bike of your
choice upto £200

0839 405069



FORMAT: CART
M-BITS: 8

BY: VIRGIN

PRICE: £39.99

PLAYERS: 1-2

GAME TYPE: SPORTS

CONTINUES: N/A

SKILL SETTINGS: 1

He punched his way to boxing's Heavyweight Championship of the World in the '60s, was jailed and stripped of his title for refusing to fight in Vietnam, but came back to re-take his title and keep it until the mid-'70s. Muhammad Ali was a true sporting superstar, and he made sure everybody knew how good he was: "I am The Greatest" was his favourite boast, and only very stupid or very hard people disagreed with him. Now Ali has returned to fight for his old title, and you can give him a hand (a good right hand probably), via Virgin's smart new boxing sim which bears his hallowed name.

● MASTER OF THE RING

The first thing you notice when you start playing Muhammad Ali Heavyweight Boxing is the way the action is displayed. Instead of the normal flat, side-on views offered by other boxing games you get a three-dimensional ring to box in, which adds real depth to the game visuals. You can always see the whole of your fighter's body (not just his upper torso) and as a fight develops and the fighters manoeuvre for position, the ring rotates, changing the angle at which you view the action.

This feature is more than just cosmetic. It's worth trying to manoeuvre your fighter so that you're looking over his shoulder, because from here you get a good, face-on view of your opponent which makes it easier to tell which way he's dodging. Obviously this gives you a better chance of landing your blows accurately, but while you're doing that your opponent is trying to get you into a corner for a good pounding.

● THE ALI SHUFFLE

You can choose between two different types of control method. Both methods use the D-pad to move your fighter around the ring when other buttons aren't being pressed, but that's the only similarity between the two. For amateur boxers or people with limited intelligence and co-ordination, there's Arcade Mode. Hit the A button for a jab, B to defend or C for hard punches, while the D-pad governs the type of punch or defence. It's simply a question of button-stabbing, producing a limited range of moves.

Simulation Mode offers a much wider range of moves and punches to the serious fighter. This method involves holding down buttons and using the D-pad to execute the different routines. A and C are the punching buttons - A for left hand, C for right - with these held down, jabs and hooks to the body or head are then produced by tapping the D-pad in a certain direction. Holding down B and tapping the D-pad gives you defensive moves - cover-up left or right, sway or duck - and holding down A and B together produces a vicious uppercut. Simulation Mode is really the only way to play MAHB, as it gives you so much more control over your boxer's punching and defensive moves.

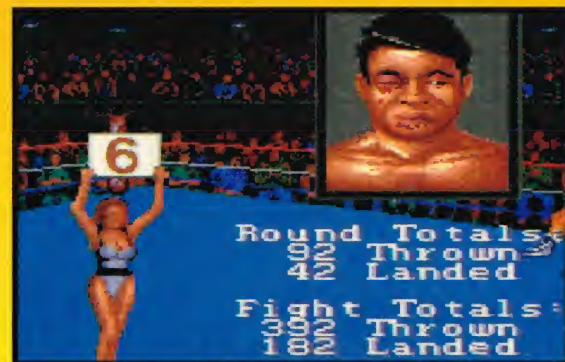
MUHAMMAD



▲ I CAN'T...CAN'T...HOLD THESE MOSSY STONES UP...ANY LONGER. I JUST CAN'T!



▲ DOUCHE, DOUCHE. C'MON BOY GET UP!



▲ THAT SILLY FACE EARNS ITS OWNER SIX POINTS!

D ALI BOXING



▲ LEFT, 2, 3, BACK, 2, 3.

● FIGHT! FIGHT! FIGHT!

Muhammad Ali Heavyweight Boxing offers two separate ways to punch your way to victory - Exhibition or Tournament. If two players are taking part, you only have the Exhibition style of bout to choose from. Basically, you choose your boxer from the choice of 10 - Muhammad Ali and nine suitably-named fictitious fighters - then your opponent chooses his man from the remaining nine and you have one fight. (Each boxer has a ranking from 1-10, so you can 'handicap' yourself or your opponent if either of you aren't very handy with your fists.)

If you're playing on your own, you also have the option of taking part in a Tournament, where you select your favourite boxer and take on the rest. You start off ranked number ten, fighting the number 9-ranked boxer. If you defeat him, you'll go on to a bout with the guy ranked number 8, but if you get knocked out by number 8, you'll be 'knocked down a peg' and have to face up to number 9 again in the next bout. The whole idea is to punch your way to that coveted number one ranking, and it's no mean feat - the higher you get in the rankings, the tougher your opponents become!

● GOING THE DISTANCE

Whether you choose an Exhibition bout or a Tournament, the Options screen offers you a selection of settings to determine the length of each fight. Being a contest between two human opponents, Exhibition Mode gives you more freedom to have a quick punch-up, while Tournament Mode is tailored to give a generally longer, more sustained fight (if you've got the skill to go the distance). For instance, in Exhibition Mode you can choose between fights ranging from one to 15 rounds, with each round lasting between one and five minutes, while in Tournament Mode the shortest bout is six rounds long, with round length restricted between three and five minutes. Other variables are TKO if Downed: the amount of times a fighter must be knocked down in one round before the referee stops the fight on a Technical Knockout decision; and Referee Counts: the number of counts the referee goes up to before a fighter is counted out. There's also a handy Enter Saved Game facility on the Options screen, through which you can re-enter a Tournament at a previously-saved position.



GIVES US BACK ME CONKER, YOU ROTTEN THIEF!



▲ COME AND GET IT, WIMP! KOYAY, ME EYE. MU-UM!



mark's comment

This isn't just the best boxing sim for the Megadrive, it's one of the finest beat 'em ups available too - it's that good! Park Place (the Madden and EA Hockey programming stars) have further enhanced their reputation as kings of the MD sports sim with this superb effort. They seem to have a real knack for distilling a sport down to its purest essentials and pouring it into a cart that gets you so involved you feel as if you're actually there. You really do get the feeling that you're belting the crap out of the other boxer (or getting a good slapping yourself), with the thud of leather on flesh echoing in your ears and the crowd noises creating a truly exciting ringside atmosphere. Fight against a human opponent and after a while you're there in the ring with your boxer, pounding away at the other guy for all you're worth. Enter a Tournament and the level of challenge increases as your computer-controlled opponents get harder and harder. Violence, skill, blood, fun and aching hands after a long, hard bout - that's what this game's all about. So if you're in the market for an exciting, involving beat 'em up-style game that rewards skill and offers long-lasting one-on-one combat, this is it.

R E V I E W



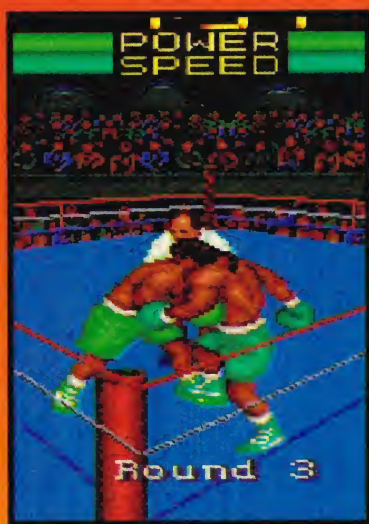
● HEY, HAMBURGER FACE!



The whole idea of boxing is to knock your opponent out or land as many punches on him as you can, turning his face into raw hamburger in the process. The aim in MAHB is exactly the same. In between each round, fight statistics are shown, with a picture of each boxer above. If the fight's a real hard scrap, they'll start to show the signs of a good beating - black eyes, cuts and blood splattered all over the face.

● PUNCH DRUNK

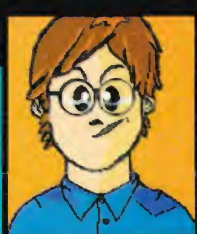
To knock your opponent out, you'll have to give him a good, sustained battering until his Speed and Energy bars (displayed at the top of the screen) reach a critically low level. When these two bars have reduced to nothing, a jab will knock him over, but a meaty hook or uppercut might knock him out completely. During the fight, a running total of punches landed on the opponent is displayed at the bottom corners of the screen, under each boxer. If neither fighter manages to win by a knockout or TKO, the man with the most points is declared the winner. It's not a good idea to let your guard slip - the game is programmed so that your opponent can stage a sudden counter-attack and knock you out, even if you're miles ahead on points (just like in a real fight).



● GO ON, HIT HIM!



The sound of leather hitting flesh is reproduced with great effect in MAHB, and if you catch the other fighter with a good punch, he'll howl with pain. The crowd plays a big part in creating a real ringside atmosphere as a fight progresses. If your boxer's storming into his opponent, piling in the punches, the crowd starts to shout and cheer, urging you on to finish him off. If you're taking a real pounding, on the other hand, and you're spending too much time backing away and defending, they'll boo and jeer, "Can you box?" until you start your next offensive.



paul's comment

Not being in the least bit a fan of boxing I certainly didn't expect to enjoy this game, but leave it to Park Place to convert me with another of their superb simulations. Previously I thought this was just about two blokes smacking each other until one of them fell down, but as well as giving you the thrill of all that, MAHB gives you the tactics - and it's not all in the form of boring training screens, it's all blended with the action. Mastering your special moves, finding your opponents' weak spots, guessing which way they're going

to duck and struggling to land more blows for the higher points count which could win you the bout. The way the action is displayed is superior to any other Megadrive boxing game, simply because it really captures the atmosphere of a real fight. Having the full ring to box in lets you manoeuvre your opponent around the ring and into a corner and unlike the robotic boxers in the Buster Douglas and Evander Holyfield games, the realistic sprites really do pack a good, hard punch! This is definitely the best one-on-one beat 'em up available on Megadrive and I'm definitely going to keep playing till I get Ali's title!

GAME TITLE MUHAMMAD ALI



90% RATING

PRESENTATION



90 Excellent intro and options; very useful inter-round and inter-fight stats screens.

GRAPHICS



90 They may look chunky, but the realistic way the boxers move and the way the action is displayed are what puts this a cut above other boxing games.

SOUND



91 Great smacking punching noises; crowd reaction gives a real sense of atmosphere.

SHORT TERM PLAY



91 Doesn't take long to get to grips with. Beat 'em up fans will be hooked instantly.

LONG TERM PLAY



92 In one or two-player, it just gets better the more you play it, encouraging you to develop your skills and tactics along the way.

MEGATECH RATING



92 One of the most exciting, involving, skilfully-programmed beat 'em ups money can buy.



FORMAT: CART
M-BITS: 8

BY: SEGA

PRICE: £39.99

PLAYERS: 1

GAME TYPE: PLATFORM

CONTINUES: UNLIMITED

SKILL SETTINGS: 3

CHAKAN



KILL THE INSECT RIDERS AND YOU CAN STEAL THEIR MOUNTS AND FLY AROUND THIS RATHER NASTY LEVEL!



Heed me striplings, hear me tell
Of my cursed existence in eternal hell
And how in life, I was a warrior born.
In death, turned to an undead pawn.

Not man nor beast could match my skill.
All creatures bowed before my will.
In pride I even spoke the words,
That Death would bow beneath my swords.

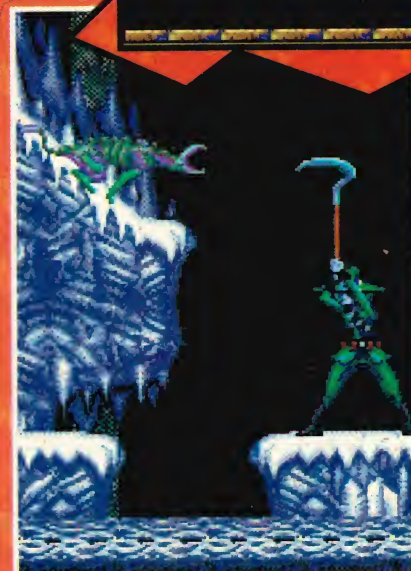
The Reaper agreed and offered me
a prize - to live eternally,
but should I fall beneath his blade,
Then his slave I would be made.

Toe to toe, our fight began,
Death himself, against a man.
To and fro, the battle swayed,
With fiendish spell and shining blade.

The sky flashed brightly with our fight,
The Earth did tremble 'neath our might,
Then in a blink I saw my chance,
And I struck Death a mortal glance.

Taken aback, he lost his feet,
My victory sure, and Death was beat.
The wager won, I claimed my haul,
Forever life, no more mortal.

But I was tricked. Death's twisted deal,
To live forever, that part was real,
But as his servant, in eternal damn.
Now I am Chakan... the Forever Man.



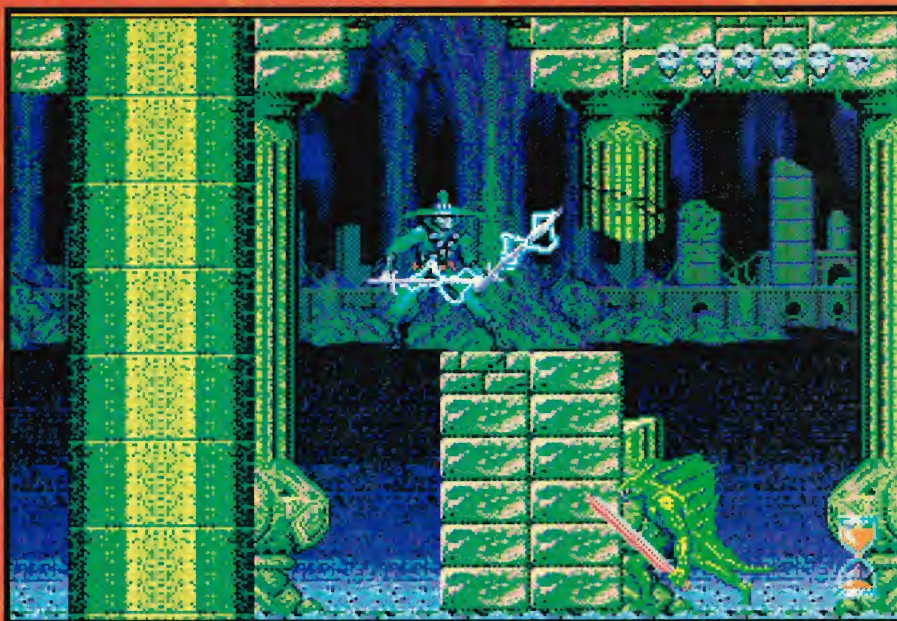
'ODDS BODKINS 'TIS CHILLY! SHOULD'VE PUT MY DUFFEL COAT ON METHINKS!



● STAY A WHILE! STAY FOREVER!

At first glance, Chakan may look like another average platform adventure. However, there is one difference to this game that sets it apart from the rest – the player's objective is to die. After defeating Death in mortal combat, Chakan has been granted immortality, but after a thousand tortured years of existence he no longer wants to live. Unfortunately, the only way to end his life is to destroy all the supernatural evil in the universe, and that's no mean task.

Travelling through mystic portals to the four elemental planes of evil, Chakan must use any weapons and magic at his disposal to reach the heart of Hades. Surely, a simple task for a man who cannot die? Well, not quite, because although Chakan is immortal, he is not invulnerable. Should Chakan take too many injuries in any of the four dimensions he will be transported back to the navigational dimension where he starts the game. What's more, the Forever Man only has a certain amount of time to negotiate each elemental plane. If the time runs out, the hour glass resets and Chakan must start from the first level again. Why at this rate, the game could take forever!



● CHAKEY HANDS



Being the mightiest warrior ever to have walked the Earth, Chakan naturally carries his weapons of death with him at all times, and for the Forever Man nothing is quite as reliable as a pair of trusty broadswords. Using these weapons, Chakan is able to perform a whole gamut of lethal moves, such as a whirling-dervish somersault with blades splayed or various combinations of stabs and thrusts in different directions.

However, as impressive as all these moves are, sometimes a sword just isn't the right tool for the right job. Thankfully, other weapons are available if only Chakan can find them. Such death-dealing devices as a hammer, an axe and even a scythe can all be used to Chakan's advantage and in some cases they can be used for more than just killing. For example, in one section Chakan can use the hammer to bash his way through stone walls.



AT THE CENTRE OF THE NAVIGATION LEVEL IS THIS... THING... THE HOUR GLASSES SHOW HOW MUCH TIME REMAINS TO COMPLETE EACH PLANE.



HEY! WATCH IT! YOU COULD PUT SOMEBODY'S EYE OUT LIKE THAT! AND NO RUNNING IN THE CORRIDORS.



tom's comment

You've got to give the programmers credit, they've certainly given us mortals a good impression of what an eternity in hell is like, and it can't be too different from this game. For a supposed master swordsman, the Forever Man sure is limited in his range of moves. With the exception of the somersault

attack, all he can do is stab and jab at things and, considering that the legions of evil seem to consist of spiders, bats and fish, it means that Chakan has to stab with litter-picking accuracy. This all makes for very frustrating play, as many a temporary death is incurred and the Frankie Howerd "Ooooh!" death cry echoes throughout the nether realms. Frustrating play aside, the levels are all too samey in looks and play, and there really isn't enough variety to keep you occupied. In fact, in many ways it reminded me of Batman Returns. Fair's fair, the game is very well presented with a superb intro, atmospheric music and good graphics (even if Chakan does behave like a semaphore signman), but unfortunately there are too many faults to put this game above the rest. No, this game annoyed me and I know it annoyed Paul (I saw his scarred joypad). A reasonable platform game, but don't buy it unless you fancy eternal torment too.

ALTERNATIVELEY



ALIEN 3

£

£39.99

by

ACCLAIM

Excellent moody graphics, top music and some fantastic spot-effects coupled with fast-paced blasting action make this a far superior platform game. The levels are all very similar, but with the well-graded difficulty level and tight time limit, this game will keep you on your toes.

REVIEW



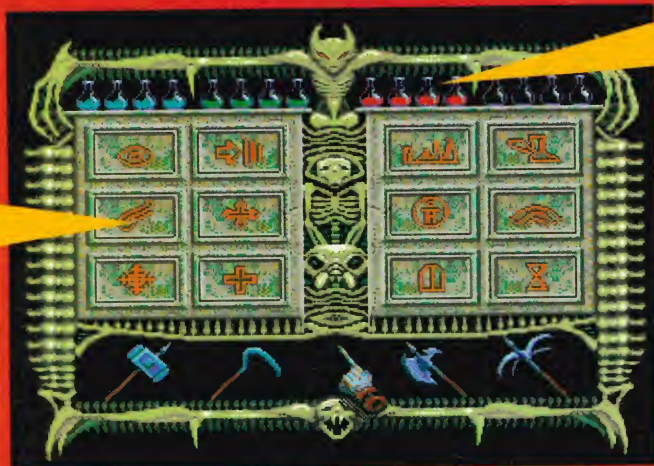
ELEMENTARY CHEMISTRY

Dotted throughout the nether realms are four types of potion that Chakan can use to his advantage, each potion representing one of the elements: Earth, Air, Water and Fire. Up to four doses of each brew can be collected. However, these concoctions have no direct powers by themselves – combinations of these magical elixirs must be used to produce the desired effect.



The whole selection process is made easier via the use of the potion selection screen, accessed by pausing the game. By pointing Chakan's dismembered hand at the desired magic spell, the required potions begin to flash. By returning to the game, the magic can be activated. Through the use of these potions, swords can be powered up, dimensional doorways can be opened, hour glasses can be turned over and Chakan can even be made invisible. When this happens, only his swords are visible as they cut and slice through the air. Spooky!

This icon allows Chakan to tap the power of the Blue Fire Magic.



These are the potions required to activate the spell.



Return to the game and... Huzzah!! Blue Fire Magic ahoy!

paul's comment



Grrr! I really liked the look of this game, with its superb graphics and intro sequences, but when I got down to playing it, boy did it wind me up! The game is full of good ideas, such as fighting in the four different planes and the way the magic potions are used, but even with infinite lives it's incredibly difficult to get very far into it. If Chakan swung his swords instead of jabbing them you'd have a much better chance of hitting the swarms of little monsters which appear from all angles. As it is, there are occasions when you simply cannot hit the baddies before they get you and that's incredibly annoying. My joypad and Megadrive were on the brink of going through the window at one point. The real shame is that there are some great features to be found later in the game, such as the final bosses, the new soundtracks, the 'jousting' bits in the last air section, and the advanced weapons, but most players will have given up in frustration by that time and I only found them by using Garry Knight's cheat (see this month's Technique Zone). I'd recommend this only to real expert players who are prepared to undergo severe mental torture.

GAME TITLE CHAKAN

REFLEXES

STRATEGY



CHALLENGE

THOUGHT

% RATING

PRESENTATION



85

Basic options, but a smart intro and the whole game is very atmospheric.

GRAPHICS



89

Starts off looking rather bland but there's much better stuff towards the end of the game.

SOUND



90

Haunting, Dr Who-esque tunes and some nice spot effects.

SHORT TERM PLAY



75

Initially impressive, but the annoying difficulty gradient makes it a very difficult game to get into.

LONG TERM PLAY



72

If you've got the stamina to keep at it you'll be playing for quite some time. Lesser players will be enraged within an hour.

MEGATECH RATING



73

A potentially good platform game let down by frustrating gameplay. You'll understand why Chakan wants to die.

**MEGADRIVE (UK)
+ SONIC
+ 2 CONTROL PADS
£112.00**

(£5.00 Post & Packing - £10.00 Overnight)

**GAME GEAR
+
COLUMNS
£93.00**

INC 1ST Class Post

MEGADRIVE TITLES

EUROPEAN CLUB SOCCER.....	34.00	SPATTER HOUSE II.....	29.00
WARRIORS OF INTERNAL SUN.....	41.00	GREEN DOG.....	29.00
DRAGON PURY.....	34.00	TEAM USA BASKETBALL.....	34.00
ALIENS.....	34.00	CHANAN.....	24.00
PREDATOR II.....	34.00	ECCO THE DOLPHIN.....	34.00
SIDE POCKETS.....	30.00	TALESPIR.....	29.00
SUPER SNAKE.....	34.00	DESERT STRIKE.....	34.00
EAST VS SPACE MUTANTS.....	30.50	STREETS OF RAGE II.....	38.00
BOLLS VS LAKERS.....	34.00	ROAD RASH II.....	34.00
MEGA GAMES I.....	34.00	SHADOW OF THE BEAST II.....	34.00
TAZMANIA.....	30.50	SPEDBALL II.....	29.00
SUPER MENAÇO GP II.....	29.00	ARIEL LITTLE MERMAID.....	29.00
LEMMINGS.....	29.00	PGA GOLF II.....	34.00
ASH HENCKY 90.....	34.00	SUPER FANTASY ZONE.....	34.00
SONIC II.....	38.00	RISKY WOODS.....	34.00
TERMINATOR II.....	30.00	ROD TO THE RESCUE.....	34.00
PGA TOUR GOLF.....	34.00	WORLD CLASS LEADERBOARD.....	34.00
AQUATIC GAMES.....	34.00	ALL TITLES BEST PRICES.....CALL	

GAME GEAR

OLYMPIC GOLD.....	24.00	POPULS.....	24.00
COLUMNS.....	18.00	CHESSMASTER.....	24.00
WONDERBOY.....	25.00	LEMMINGS.....	29.00
SONIC.....	25.00	PRINCE OF PERSIA.....	24.99
SONIC II.....	24.50	TAZMANIA.....	28.99
SUPER KICK OFF.....	25.00	DEFENDER OF OASIS.....	30.00
DONALD DUCK.....	25.00	SHINOBII.....	24.99
SUPER MENAÇO GP II.....	25.00	ALL TITLES - CALL	

MASTER SYSTEM

ASTRIX.....	27.50	TOPI AND FRAY.....	29.50
SUPER KICK OFF.....	25.50	POPULOUS.....	29.50
DONALD DUCK.....	27.50	CHAMPIONS OF SPEED.....	29.00
TERMINATOR.....	27.50	LEMMINGS.....	29.00
OLYMPIC GOLD.....	27.50	SPEDBALL II.....	29.00
EAST VS SPACE.....	29.50	TAZMANIA.....	29.00
SONIC.....	28.50	CRUISE ROCK.....	29.00
SONIC II.....	26.00	ALL TITLES - CALL	
PRINCE OF PERSIA.....	27.50		

SUPER NINTENDO GAMES AT BEST PRICES

ALL GAMES PRICES INCLUDE POST & PACKING

MEGABYTES

081 335 4224

VISA

**22 CENTRAL ROAD, WORCESTER PARK, SURREY
SHOP PRICES MAY VARY**

Access

SONIC SHOP



**RENTAL MEMBERSHIP £3
* £1.50 PER NIGHT
PER GAME
TWO FORMS OF I.D.
REQUIRED**

**NO JAPANESE OR U.S. GAMES.
GUARANTEED OFFICIAL U.K. GAMES ONLY**

OFFICIAL SEGA HARDWARE

Megadrive +	Gamegear Car Adaptor.....	11.99
Sonic 1 & 2 Joypads.....	Infra Red Control Pad.....	27.99
Megadrive Converter.....	Power Arcades.....	32.99
Mastersystem Converter for	Menacer.....	57.99
Gamegear.....	Sega Joypads.....	11.99
Gamegear + Columns.....		84.99

ORDER FORM

NAME:
ADDRESS:
ITEMS:
TOTAL COST:

CHEQUES & POSTAL ORDERS PAYABLE TO THE SONIC SHOP,
157 ROBERT STREET, LONDON. NW1 3QR
7 days for normal delivery, but please allow up to 14 days.

OFFICIAL SEGA GAMES

	RRP	SONIC SHOP
Robo to the Rescue.....	39.99	36.99
Streets of Rage II.....	44.99	41.99
Road Rash II.....	39.99	36.99
Ecco.....	39.99	36.99
Terminator 2.....	39.99	36.99
Sonic 2.....	39.99	36.99
WWF.....	39.99	36.99
Mickey & Donald.....	39.99	36.99
PGA 2.....	Please Call (Will be £3 below RRP)	
Batman Returns.....	39.99	36.99
Micro Machines.....	34.99	31.99
Desert Strike.....	39.99	36.99
Mohammed Ali Boxing.....	39.99	36.99
Back to Future III.....	27.99	24.99
EA Hockey.....	39.99	36.99
Sonic 1.....	34.99	31.99
Lemmings.....	39.99	36.99
Dragons Fury.....	39.99	36.99

**FOR COMPLETE LIST SEND ORDER FORM OR CALL TO THE BELOW ADDRESS.
ALL GAMEGEAR, MASTER SYSTEM GAMES SOLD £3 BELOW
RECOMMENDED PRICE.....ADVANCE ORDER ARE WELCOME
ALL GAMES + £1 P&P. £6.50 FOR CONSOLES.**

**ALL PRICES ARE SHOP & MAIL ORDER PRICES. ALL CALLERS ARE WELCOME AT SHOP.
OPENING TIMES: 10AM - 9PM; 7 DAYS A WEEK**

**PHONE: 071 916 6662
157 ROBERT STREET, LONDON, NW1 3QR**



FORMAT: CART
M-BITS: 4

BY: CODEMASTERS

PRICE: £34.99

PLAYERS: 1 - 2

GAME TYPE: DRIVING

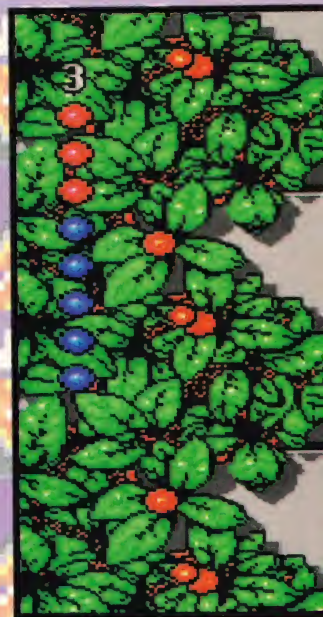
CONTINUES: NONE

SKILL SETTINGS: 1

MICRO M

For as long as anyone can remember, the number one playground game has always been the smashing up of toy cars on crazily constructed courses made of school bags, books and pencils. Tragically, the problem has always been the same. Terrible chafing of the knees. Racing around on hands and knees as they chase their cars, many children have failed to realise the painful horror of abraded skin until too late. Cases of children rushed to hospital with knees flayed to the bone have been reported across the country and the supply of prosthetic knee-caps is at an all time low.

With summer now on its way, the problem is more prevalent than it has ever been. Ignorant mothers will force their young boys into the finest grey polyester shorts and with knees bared to the concrete, the chafing fest will commence once more. However, a remedy is on hand in the form of Micro Machines, an excellent new Megadrive game from Codemasters that allows you to enjoy the thrill of toy car racing in the safety of your own living room.



▲ CHOPPER ACTION AHOY IN T



▲ IT'S DESK-TOP MAYHEM WITH THE SPORTS-CARS!

● SMALL FRY

There are racing games and then there's Micro Machines. Converted from the hugely successful NES game, Micro Machines differs from every other racing game in one aspect, all the vehicles in one race could fit into just one of your trouser pockets. Based around the famous Matchbox miniature vehicles, Micro Machines allows you to control all manner of tiny vehicles as they race through courses constructed of everyday objects. It's just like building your own race tracks for your toy cars at home, only with this game you don't have to crawl behind the cars as they race around the track.

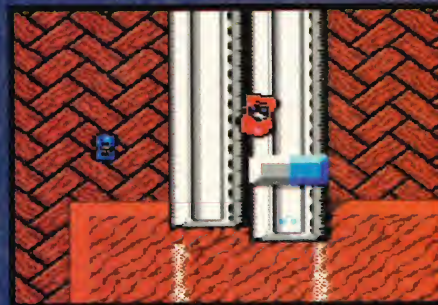
LAND OF THE GIANTS

There are eight types of course to task our miniature race fans and eight different vehicles to take to these courses in. Here's a little look at each vehicle and the terrain they have to negotiate.



4x4

The term big breakfast takes on a whole new meaning when racing the four-by-fours. Zooming along tracks with Wheetos for kerbs, you've got to watch out for the blobs of marmalade, table mats, milk spots, oranges and even a giant Toppies cereal packet.



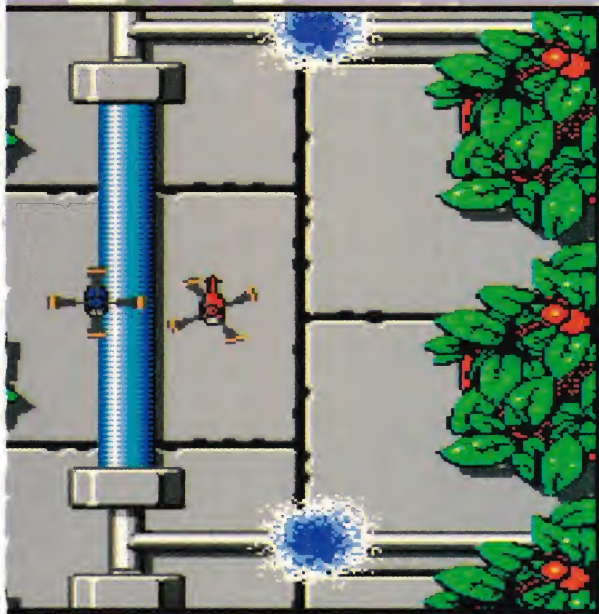
SPORT CARS

It's back to school as you take to the desk-top in these speedy sportsters. Burning around a chalk-drawn course these top racers must avoid pencils, rubbers, sharpeners and books. There are even bridges made of rulers allowing the cars to race from desk to desk.

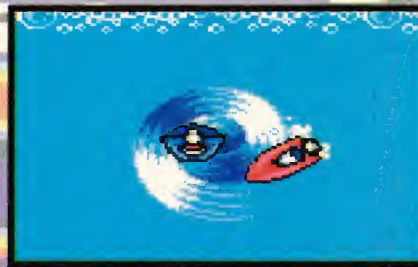
WARRIORS

Hard as nails, these fellas, and a good job too, because that's exactly what they're up against. Nails, fuses, nuts and bolts, screwdrivers, oil droplets and even blobs of Superglue. But be warned, watch out for your opponents' bumpers. They're explosive. Too many hits and you'll blow up!

MACHINES



IE GARDEN, BUT WATCH OUT FOR THOSE SPRINKLERS!



▲ GLUG-GLUG-GLUG. GOODBYE!



▲ A GIRT-GREAT BIG ORANGE. WAHAY!



TURBO WHEELS

Take a trip to the seaside in the Turbo Wheels. Racing across the tide-blown dunes our miniature beach buggies must avoid pebbles, puddles, shells and sandcastles, even leaping over a miniature moat at one point.



FORMULA ONE

This is the only formula one race to take place on a pool table. Avoiding, balls, cues and chucks, the fastest Micro Machines in the game burn across the felt before zipping into one of pockets only to reappear at the other end of the table. Then it's up a playing card ramp to race across upper edge of the table.



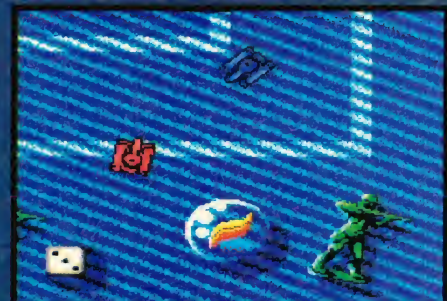
POWERBOATS

Drop the outboard motor and make some waves. It's boat race time - in the bath. Cutting through the Matey, the tiny speedboats must dodge the rubber duck, skim over the soap bar, race through corrugated tubes (!) and avoid the shampoo bottle. Oh and look out for the plughole or you'll be sucked into oblivion.



CHOPPERS

Take to the skies in the tiniest helicopters around. Racing through the garden the little flying machines must avoid the bushes and shrubs, battle against the breeze of a fan and avoid the lethal spray of the water sprinklers.



TANKS

It's Boy's Own Adventure time as you take to the toy table. Trundling along in these massive armoured vehicles, you must negotiate a course laden with toy soldiers, dice, LEGO pieces, matchboxes and even a draughts board. What's more these tanks have working guns so you can take out the opposition.

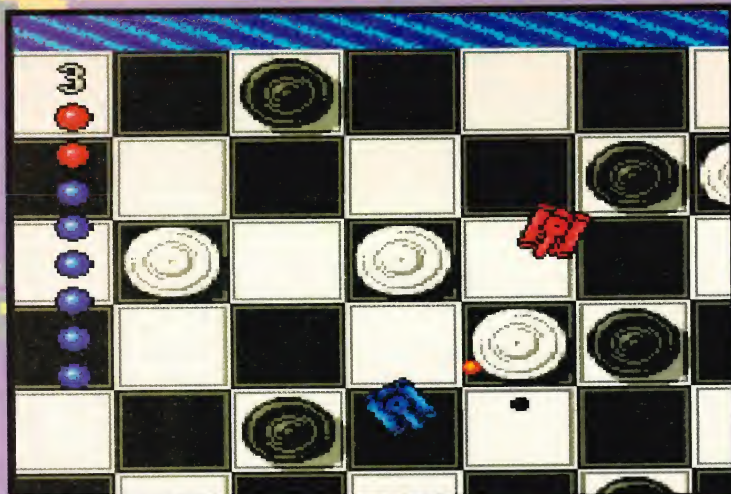


Boy, this game is good. I was a big fan of Micro Machines on the NES, but to be honest I didn't expect it to translate very successfully onto the Megadrive.

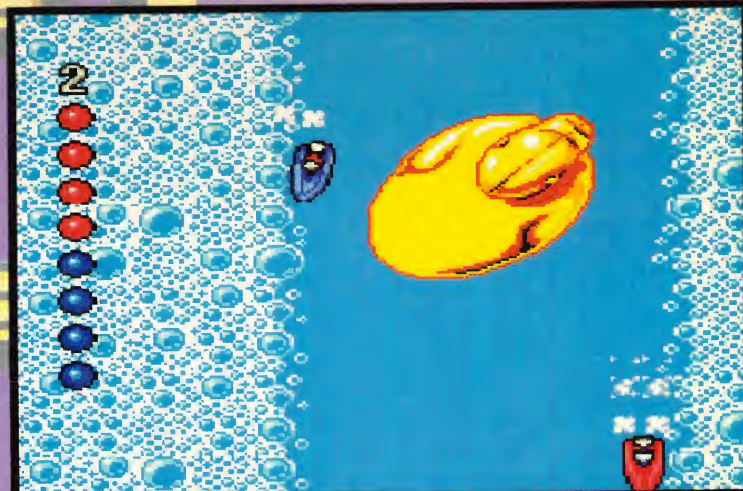
tom's comment

How wrong I was, it's even better. The main appeal of NES Micro Machines was the sheer simplicity of the game in both looks and gameplay. Thankfully, those traits have been carried on to this conversion. Sure, the graphics have been improved, but they've maintained their childish, tacky look and believe me, that's a good thing. As for the gameplay, zow-eel! It's been so long since I've played a Megadrive game that's this much fun. The racing action is so fast and furious (much faster than on the NES) and the incredible courses really are challenging, especially on later levels. Zipping across ruler bridges, cutting corners by driving across book covers, it's just perfect. As for the two player option, that's just the icing on the cake. It really is one of the best head-to-head challenge games around. I for one will buy Micro Machines when it's released and so should you. It's ace!

REVIEW



▲ BOY, IT'S A BIT DRAUGHTY AROUND HERE! (GROAN.)



▲ DUCK! (GROAN)

PETIT POIS

The main game in *Micro Machines* is The Challenge. Set across 24 courses using all eight vehicles, the aim of the challenge is to fill your display cabinet with a complete collection of Micro Machines. Racing against three other opponents you must finish in the first two positions in each race to qualify and receive your Micro Machine prize. Fail and a life is lost, so take care because you only start with three lives and no continues. If a computer player fails to qualify three times in a row, they are removed from the game and you must select another opponent from the eleven computer characters all of whom look like drop-outs from a Walkers crisps advert. Pit your wits against the likes of Bonnie, Cherry or even the enigmatically named Spider.

PINHEAD TO HEAD

As part from the *Micro Machines* Challenge, there is also a head-to-head option. Either competing against a computer or human opponent, you must simply win the best of five races. However, unlike in the challenge, the aim of this game is not to come first in the race, but to keep forcing your opponent off the back-end of the screen. As both players are on the same screen, the field of vision tries to encompass both players. If one player drops too far behind their opponent, they'll be caught by the scrolling screen and a point goes to their opponent. The race is won by whichever player has filled up the points bar completely with their coloured points or by whichever player has the most points at the end of the game.



▲ HA, IS THAT ALL YOU'VE GOT? TWO CARS? YOU PAUPER!



▲ BE CAREFUL BONNIE, THAT CHEN'S PRETTY ABLE WITH HIS HANDS!

YOU LITTLE MONSTER!

Should you come in first place for three races in a row you'll be treated to the Ruff-Trux Time Trials bonus level. Here you must negotiate a cross-country course in a *Micro Machines* monster truck avoiding large stones, giant puddles and plants, whilst crossing drainpipes and stepping stone river-bridges. What's more, all this has to be done a strict time limit. Complete the course though and you'll receive a extra life.



▲ BIG TRUCKS, BIG PUDDLES, BIG FUN. HAZAR!



GAME TITLE MICRO MACHINES

REFLEXES

STRATEGY

CHALLENGE

THOUGHT



PERCENTAGE RATING

PRESENTATION



81 No options, but simple attractive game selection screens and loads of characters with silly expressions give the game a good feel.

GRAPHICS



80 The graphics are very simple but they bring back memories of driving your cars around the kitchen table or the garage floor.

SOUND



71 The tunes are also very basic and at times annoying. Also the engine noises are rubbishy. The powerboats sound like chanting Ewoks.

SHORT TERM PLAY



92 Instantly playable and very good fun. Even beginners will find the fruits of success in the first few hours of play.

LONG TERM PLAY

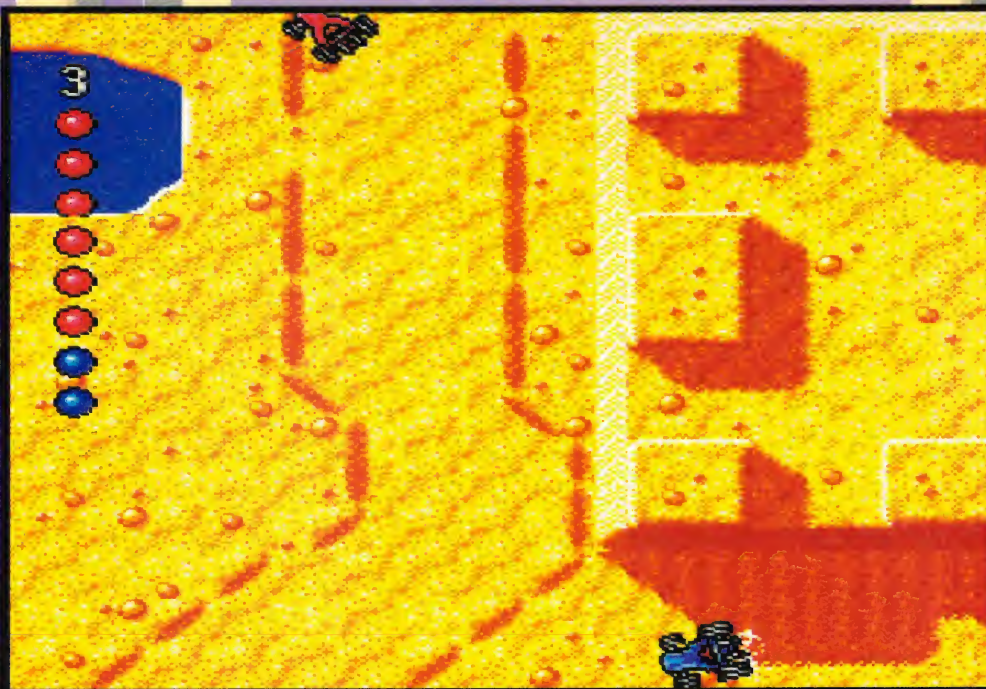


91 Loads of progressively difficult levels and the later ones really are challenging. The two player option will keep you coming back for years.

MEGATECH RATING



92 A simple, but very effective game. If it's fun you want, you've come to the right place.



▲ IT'S IN THE SAND! I'M NOT BEING VERY HELPFUL, AM I, DAD?

THE SHAPE OF THINGS TO COME?

When Micro Machines is finally released in April, the first thing punters will see as they open their box is this all-new, compact cartridge, shown here in the delicate hands of attractive staff writer, Thomas Guise. Inside it's just the same 4 megs-worth of memory chips but outside it's a more streamlined shell of super-tough ABS plastic. Wow! This is the future!



COURTING DISASTER!

Originally set for a January release, Micro Machines has been postponed due to Sega issuing Codemasters with a court injunction. It seems that Codemasters have decided to bypass Sega's manufacturing agreement and taken the marketing of their cartridges into their own hands. What this means, is that Sega won't profit from the sales of Codemasters cartridges and they claim that this is an infringement of their copyright. This may go some way to explaining why Codemasters are not using standard Sega cartridges. Let's hope that the case is resolved and Micro Machines is released, as anticipated, in April.



paul's comment

This is such a simple game (I mean reeeally simple) that it comes as quite a shock to find it's such good fun, particularly when you're battling it out against another player. The graphics may be more simplistic than you'd expect from a Megadrive but they really are effective in recreating those 'driving your car around the playground' memories and the same could be said of the game-play. The courses are cleverly constructed for head-to-head races,

with gaps just wide enough for one car, so either you or your co-player is bound to crash to the carpet or flood his engine in a rock pool. Don't worry, solo-players, because racing alone is just as much fun, thanks to the mighty challenge that the computer drivers put up as soon as you pass the qualifying race. Micro Machines' only noticeable flaw is the sound which is a bit too reminiscent of the NES version of the game, but overall this game is just terrific and I would recommend it to anyone.



FORMAT: CART
M-BITS: 4

BY: GAMETEK

PRICE: IMPORT

PLAYERS: 1-2

GAME TYPE: SHOOT/BEAT 'EM UP

CONTINUES: 3

SKILL SETTINGS: 1



paul's comment

Looking at the screenshots you might think Gadget Twins looks okay, but beneath the jolly graphics lies a real stiff of a game. With speed-ups

your character zips around the screen all right, but the pace of the surrounding action is still sluggish and not very exciting. The entertainment is simplistic at best. The two-player mode and four-way fire option might seem novel and intriguing at first, but after a few games it was apparent that there's no real spirit of either competition or co-operation in the two-player mode and the novelty firing system seems to be a pointless encumbrance. Buying better weapons doesn't liven up things because splatting something with the hammer is almost the same as and looks just as uninteresting as whacking them with the boxing glove. The dullness of the gameplay is made even more painful by the fact that the levels seem to go on for ages, and after the second stage I was bored stiff. This is seriously lacking in thrills and unless you have a seriously low tolerance for excitement I'd advise giving it a miss.

T

wins eh? They're always getting up to looking-like-each-other pranks and japes, aren't they? Like wearing all the same clothes and pretending to be each other to confuse people, or stealing each others girlfriends by turning up at their house and pretending to be their sibling, or robbing banks with video cameras and immediately grassing up their identical family member so as they can get away Scot free. However, there's no such harmless japey for the living aeroplane-like Gadget Twins, for whilst they may be structured in a very similar vein, the Brothers Gadget are in fact completely different colours. No matter how similar their jumpers may be, there's no getting around the fact that Bump Gadget is bright blue and his brother Bop is a lovely shade of red. So there was obviously no option left to them but to go out and retrieve the King of Gadgetland's magic gem from that thieving Thump in this mostly horizontally-scrolling cartoon-style shoot 'em up.

Pah, give us pretending to be your twin so you don't have to talk to someone you don't like any day, eh readers?



▲ EVER GET THE FEELING YOU'RE GOING TO BE PINCHED ON THE BUM BY A GIANT CROCODILE CLIP?

GO-GO GADGET ARM

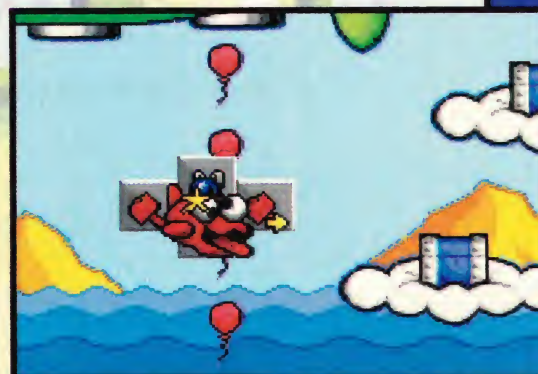
Sadly, both the Gadgets were born with a horrific genetic deformity (apart from being born as aeroplanes). Yes, unfortunately, the Gadgets only have one arm apiece. Luckily though, they make up for this by having the ability to twist it freely through 360 degrees. And this universal joint arrangement is good for more than just giving really smart aeroplane spins. You see, the twins attack primarily with their fists, and their free-spinning limbs allow them to tackle enemies in any direction. Simply by pressing the B button, the angle at which the arm is aimed is turned through 90 degrees, so our heroes can attack either to the fore, aft, above or below themselves. A small yellow arrow lights up temporarily to show the new line of aim for any scatterbrain players who can't remember which direction they fired in last, and also to avoid any "how many times did I press the B button exactly?" confusions.



▲ SO, THAT'S WHERE I PUT MY HAMMER!



▲ HI MUM!



▲ HEH, KILL CLOUSEAU, KILL! HEH!



▲ BOP'S STICKY-OUT BELLY BUTTON REVEALED. GROSS!



TWINS

GAME TITLE GADGET TWINS

REFLEXES

STRATEGY

CHALLENGE

THOUGHT



PERCENTAGE RATING

PRESENTATION



69 Nice intro, but no options, no intermissions and a loopy control method.

GRAPHICS



60 Clear, bright, distinctive and colourful sprites. However, the backgrounds are hopelessly bland and the animation is very stiff.

SOUND



53 Very few effects, none of which are impressive, and a repetitive and pretty annoying tune.

SHORT TERM PLAY



59 Odd controls take a while to get used to, and the game is slow to start with. It does improve as you progress, though.

LONG TERM PLAY



50 Not enough variety and even in two player mode it's pretty tedious.

MEGATECH RATING



53 An unusual but not a particularly enjoyable game.

GO-GO GADGET GADGETS

PLAYER 1 | PLAYER 2

BUY

MONEY

EXIT

0040

0025

0035

0045

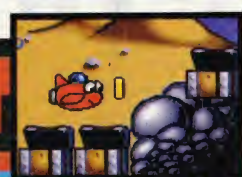
0045

0055

0055

GO-GO GADGET CHEST

Every so often, a chest appears on the floor of the level.



Quite unpredictably, hitting these splits them open and reveals a handy item such as a speed-up, a shield or cash. Unfortunately, these items are randomly placed, meaning you can never rely on receiving the same gift from the same box twice. However, the selection of goodies on offer more than makes up for the irregularity in its Santa-like generosity.

They're not called the Gadget Twins for nothing, you know. No, it's because their parents are Mr and Mrs Gadget. But this surname is actually quite uncanny, for the brothers do actually make quite some use of gadgets during their adventures. All enemies release coins after they are killed, and collecting these boosts the twins' cash totals. The larger the enemy, the more money it's worth, ranging from a mere 5 coins to a whopping great 40 coins. Every so often, a shop appears on the horizon. By pressing the C button whilst situated over the entrance your chosen Gadget enters this emporium and has free run of any of the gadgets (which range from boxing gloves to whirling spiky drills) they can afford. However, these new weapons only fire in one direction, chosen when the item is purchased, so if you fancy a weapon firing in all four possible directions, it has to be bought four times over. Needless to say, this is extremely draining on the old cash reserves and often leads to a player having a couple of sub-standard weapons on his personage which it would be too expensive to upgrade.

tom's comment



My feelings about Gadget Twins are quite mixed really. The graphics are mildly attractive in a simplistic cartoony kind of way, but could hardly be described as good. The backgrounds are made up of very simple Plasticine-like landscapes and in fact everything looks as if it's made of fondant icing including the twins. The action follows a similarly harmless theme and although it's all quite enjoyable it isn't very addictive. There's not enough satisfaction in the disposal of the baddies to really make you enjoy it. They don't explode when you kill them and there's no noise upon weapon-baddie contact. It's all so vague. The bizarre control method is interesting, but extremely difficult to get used to and many people in the office couldn't be bothered with it. I persevered and once I'd got to grips with it, I did gain some enjoyment from the game, but it really is very difficult. The interesting bosses and gadget shops give it all an interesting twist and together with the nice graphics and the chirpy sound it's a very pleasant game, but to be honest, I wouldn't buy it. There was almost something to this game, but somewhere along the line it failed to hit the mark.



FORMAT: CART
M-BITS: 4

BY: SEGA

PRICE: IMPORT

PLAYERS: 1-2

GAME TYPE: BEAT 'EM UP

CONTINUES: 5

SKILL SETTINGS: 3

TOXIC CR

Far across the cosmos lies the foul planet of Smogula. For centuries the inhabitants of this planet, the Smogulons, have lived unclean lives of debauchery and sin. Ruled by his revolting excellency, Czar Zoster, they have turned their once fair and beautiful world into a crippled, dying shell and now they're looking for somewhere new to despoil.

Czar Zoster has sent his dreaded Radiation Rangers, foul servants of the Smogulons, to Earth. Their dread mission is simple, to annihilate the human race and make the Earth their own. Only the heroic Toxic Avenger and his team of Crusaders can save the day. Once an average teenager, Toxie met with a tragic accident and was turned into a hideously deformed mutant of superhuman size and strength, dedicated to environmental causes. With such a fashionable theme, it was only a matter of time before his tongue-in-cheek, bad-taste movies were translated into family-consumable, Saturday morning cartoons, turning Toxie into a lovable kids hero complete with his own range of over-priced action figures. Now his adventures have been converted into this, the latest Megadrive beat 'em up.



▲ BLOB BOY BARRAGED BY BIG BEES AND BARREL-THROWERS!

THE PIMPLY PATH TO PESTILENCE

As with all good beat 'em ups, the action takes place across a horizontally-scrolling landscape as one or two players take control of their chosen Crusaders and set out to rid Earth of the foul alien scum. Starting in Tromaville, Toxie and pals take to their skateboards and battle against street-smart gangs of Radiation Rangers, whilst avoiding the terror of the Sunday drivers. Next stop is the Smogulan mother-ship where the Crusaders must face more foul aliens before the entering a low-gravity free fall area. The journey then continues on the surface of Planet Smogula, where the fallout level is higher than the population. First up is a train-top battle, before taking to the sewage-filled Smogulan rivers on surf-boards. Later levels see the Toxic Trio battling against monstrous Slave-Apes in the capital city of Smogulopolis, before facing the accused Czar Zoster himself in the royal palace.

tom's comment



I really don't like this game. The graphics are awful and definitely not of the quality I'd expect to see in a Megadrive game. That, coupled with the extremely poor music and sub-standard sound effects, result in a bad first impression. In fact, second impressions are pretty poor too, because this game plays as badly as it looks. The monotonous, limited beat 'em up action is just so boring and, at times, quite annoying, with obstacles like irritating cars and pistons that are almost impossible to avoid. What's more, there are times when the programming of the game just seems to have gone to pot. Whilst playing in two-player mode with Jeff, I fell into a pool of toxic waste, whereas Jeff survived and crossed the pool. The screen continued to follow his character leaving my character behind. When I tried to move my character, the screen scrolled over to my side, taking Jeff off the screen. Why couldn't the game have placed me onto the same screen as Jeff? Also, there are times when the screen doesn't keep up with characters, such as when you fall off a platform and drop off the bottom, until the screen slowly catches you up. It's all so shoddily done. Nope, poor programming, dull gameplay, cack graphics and naff sound make this game one big mistake in my books.



▲ TOXIE THROWS TOILET-ROLL TANTRUM!



▲ DOG DOGGED DOGGEDLY BY DO-GOODER!

USADERS



TOXIE TORCHED BY TWO-HEADED TERROR!

● YOU'VE ALL BEEN SO KIND!

The Toxic Avenger may be an ugly git, but he's not alone in life. Apart from the delights of his beautiful but visually impaired girlfriend, Toxie also has his friends, the Toxic Crusaders, to lean on, two of which join him in the game. While Toxie takes out the trash with his mutant mop and long range laser, the large-nosed Nozone either boots the bad guys into the middle of next week or unloads his nose in their direction. Mutated dog-boy Junkyard prefers his good old-fashioned fists. Should an opponent be out of range though, a long distance lick with his super-stretchy tongue reaches those hard-to-get-at areas.

● BONUS BLOBS

Every time a bad guy is killed, they tend to turn into a messy sludge of their component molecules but in general they also tend to release a power-up. There are six different coloured power-ups, each one performing a different task. Some give off extra lives whereas others increase shooting skills and hand-to-hand weaponry. There's even a power-up that gives your crusading character a set of nifty roller-skates.

paul's comment



I started playing this game wondering what Tom was moaning about. The characters seem to have been put to pretty good use (something of a surprise these days), even if it is in an obvious Turtles-style game format, and the sprites at least look like their Saturday morning counterparts. However, I do agree that it quickly becomes an excruciatingly dull game. There's so little variety in the action, you can almost get away with having a joypad which only has a working B button, because most of the enemies in the game can be beaten simply by walking over to them and punching repeatedly. You might think that the skateboard and surfing shoot 'em up sections would liven things up, but in fact they feel rather pointless because you go too fast to to score enough hits on any one target to actually kill it. To make matters worse, there are all sorts of annoying little glitches which further interfere with your enjoyment. If an enemy fires at you repeatedly you might as well kiss one life goodbye, because you can't dodge away quickly enough, and any remotely dodgy movements near dangerous obstacles (such as those oh-so dangerous fish ponds) also result in instant death. If you want a game like this, my advice is to give Toxic Crusaders a miss and wait for Konami's conversion of the Turtles coin-op.



RADIATED RUNT RATTED ON BY

GAME TITLE TOXIC CRUSADERS

REFLEXES

STRATEGY

CHALLENGE

THOUGHT

MEGATECH RATING

PRESENTATION



67 Dull intros, and selection of options is standard, though the choice of three characters is a nice touch.

GRAPHICS



60 The sprites are colourful representations of the cartoon characters, but the backdrops are mostly pretty poor.

SOUND



52 Not much in the way of intro or in-game music. Sound effects are mediocre.

SHORT TERM PLAY



55 First impressions aren't that bad, but in this case, those first impressions are wrong.

LONG TERM PLAY



49 Unchallenging, repetitive gameplay interspersed with annoying quirks make this a game you'll fast lose interest in.

MEGATECH RATING



51 A rather dull and unappealing game which could only appeal to junior fans of the TV show.



REVIEW

THE READERS OF THIS MAGAZINE TRIUMPH OVER EVIL IN THEIR SPARE TIME.

They're also a new generation of consumers who have real spending power, and demand as much quality from their purchases as they do from their games.

If you want your advertising to reach an ever-growing audience of heroes and heroines, contact Jerry Hall on 071 972 6700 to find out more.

MegaTech. The gamer's choice for MegaDrive coverage, the advertiser's choice for results.

SEGA SELLERS

EDINBURGH, SCOTLAND

KINGBIT GAMES



TEL: 031 225 7682
FAX: 031 226 2182
OPEN MON - SAT 10 - 5PM

EDINBURGH'S CONSOLE SPECIALIST

57 GEORGE STREET, EDINBURGH, EH2 2JQ

Megadrive (UK) inc Sonic Hedgehog120.00
Megadrive (Jap) inc Sonic Hedgehog + 1 Game (to value £35).....130.00

MEGADRIIVE GAMES

Ecco£38
Streets of Rage£43
Road Rash II£38
Powerball.....£20
Klax£20
John Madden 1.....£23
Universal Soldier£28
Predator 2.....£35
Blockout.....£20
Smash TV.....£33

GAME GEAR GAMES

Game Gear (UK)£95
Indiana Jones£26
Super Monaco II£25
Prince of Persia£27
Simpsons.....£27
Smash TV.....£25
Batman Return£27
Chessmaster£22
Tazmania.....£27
Shinobi II£27

WE OFFER A MAIL ORDER SERVICE. P&P GAMES £1.50, CONSOLES £10

LONDON, E2

GAME ZONE

438 Bethnal Green Road, E2. Tel: 071 613 5876

GAMES AVAILABLE FOR:

MEGADRIIVE
MASTER SYSTEM
GAME GEAR
GAMEBOY
NINTENDO
SUPER NES

AT DISCOUNT PRICES

FYFE, SCOTLAND

DRAGON GAMES CENTRE

TEL: 0592 643311

FIFE'S NUMBER 1 VIDEO GAMES SUPPLIER

WE SUPPLY GAMES -
ACCESSORIES AND
EXPERT ADVICE FOR
THE FOLLOWING
MACHINES :-

SEGA, NINTENDO,
AMIGA, ATARI,
IBM/PC, COMMODORE,
SPECTRUM,
AMSTRAD

WE ALSO OFFER A 24 HOUR ORDER SERVICE, REPAIRS
AND ADVICE, SWAPS/PART EXCHANGE, A FANTASTIC
MAIL ORDER SERVICE. AN EXCLUSIVE CLUB - WITH
EXCELLENT OFFERS FREE COMPETITIONS, AND A
GREAT MANY OTHER THINGS.
(NOT TO MENTION OUR FRIENDLY HELPFUL STAFF)

SO IF YOU WANT A PIECE OF THE ACTION WITH FIFE'S
NUMBER ONE FOR VIDEO GAMES, THEN PHONE THE
ABOVE NUMBER OR CALL INTO THE ABOVE ADDRESS
(WE'LL EVEN LET YOU TRY SOME GAMES) YOU COULD
ALSO CHECK OUT OUR MAIL ORDER AD ELSEWHERE IN
THIS WONDERFUL MAGAZINE FOR MORE DETAILS OF
OUR SPECIAL OFFERS

DRAGON GAMES

16 LINK STREET, KIRKALDY, FIFE, SCOTLAND, KY1 1QE
FAX - 0592 643322

LONDON, NW1

SONIC SHOP

157 Robert Street, London NW1
071-916 6662

RENTAL

RENT YOUR SEGA GAMES

Try before you buy!

Megadrive and Master System

£3.00 Membership.

£1.50 per night per game.

(Two forms of ID required)

SALES

Advance orders for new releases.

£3.00 discount off RRP for all members.

ENGLISH CARTS ONLY

LANCASHIRE

IMAGE CONSOLES UK

PRESTONS LEADER IN NEW AND USED
CARTRIDGES FOR ALL CONSOLES.

EXCHANGE SERVICE FOR SEGA, MEGADRIIVE AND
SUPER NINTENDO OWNERS - SEND S.A.E. FOR A
FREE EXCHANGE PRICE LIST FOR YOUR MACHINE
OR GIVE US A CALL TODAY AND CHECK OUT
OUR PRICES!!!

WANTED

YOUR OLD CARTS FOR CASH

UNIT 87, UPPER MARKET HALL, MARKET STREET
PRESTON PR1 2EL TEL 0772 883598
SHOP OPEN 9am to 5pm Monday to Saturday

LONDON, NW9

A M S ELECTRONICS

AUDIO * VISUAL * COMPUTER & ENTERTAINMENT SYSTEMS

We offer a 'Treasure Chest of Titles' Specialising in Megadrive,
SNES, Game Gear & Gameboy. All the new and latest titles
arriving on a daily basis as well as large stock of existing
titles always available.

(UK US & JAP Titles) Get them Faster & Cheaper.

★ SENSATIONAL SOFTWARE AT SENSATION PRICES.

★ A SPEEDY MAIL ORDER SERVICE FROM ONE OF BRITAINS MOST
EXPERIENCED AND LEADING INDEPENDANT COMPUTER GAME
RETAILERS.

★ CALL OUR MAIL ORDER HOTLINE ON (081) 201 0535 OR VISIT OUR
SHOP BETWEEN 12.00 - 7PM EVERY WEEKDAY AND 10.30 - 6.30PM
ON SATURDAYS AT :

145B DEANS LANE, EDGWARE, MIDDLESEX. HA8 9NY



EUROPEAN ORDERS WELCOME





The Technique Zone just seems to get better and better! MegaTech readers are proving themselves the best Megadrive players by sending in superb cheats and playing tips for the latest Megadrive titles and this month we've got all sorts of cheateries for Chakan, Indiana Jones and the Last Crusade, Alien 3, Road Rash 2, WWF Wrestlemania, Team USA Basketball and more, as well as Hyper Technique Zones on Sonic 2 (AT LAST! THE LEVEL SELECT CHEAT IS REVEALED!) and the solutions to the final stages of Ecco the Dolphin. Who could ask for anything more?

If you've discovered a gaming cheat which can match the quality of those printed in these pages send it to: **TECHNIQUE ZONE, MEGATECH, PRIORY COURT, 30-32 FARRINGDON LANE,**

TECHNIQUE ZONE



CHAKAN

TZ 1/11
GARRY KNIGHT,
LUTON

No sooner released than tipped! Select practice mode, then start the game. Get Chakan onto the small platform above the sky portal and then press START. Then select the passage spell and use it. Now you have passed the next twelve levels and have all the weapons, which makes things much easier. Incidentally, Garry, Paul appreciates your kind thoughts regarding his bad back, but it's much better now.



ROBOCOD

TZ 2/11
FROM: DAVID
RICHARDSON,
MARKET HARBOUR



David sent in this new Robocod cheat which lets you jump from anywhere in a level, straight to the end. Beware though, because it doesn't open the exits so it's best to release the requisite number of penguins first then use the cheat to finish the level easily.

What you have to do is get the old super-shield trick going by starting the game and collecting the cake, hammer, Earth, apple and tap from the roof. Now whenever you're in a room and want to warp to the end pause the game and press A four times, then B four times, then C four times. Hold down A, B and C and press START to unpause the game and VA-VOOM! There you are at the end.



INDIANA JONES AND THE LAST CRUSADE

TZ 3/11
FROM: DAVID SCOTT, GLASGOW



Getting off even level one on this game is a painful and tiresome business, but this tip puts a bit of the pleasure back into Indy's Last Crusade. Plug in the cartridge, switch on the Megadrive and as soon as the LucasFilm logo appears press A, B, C, B, C, A, C, A, B. The screen will now go blue and, under the heading 'SHHHH' you should find yourself presented with fabulous options allowing you to specify exactly where you start the game. These remain activated until you switch the Megadrive off.



SUPER MONACO GP 2

TZ 4/11
CHRIS MILLS, NOTTINGHAM

Chris reckons that if you finish the Senna GP and are awarded Ayrton's Super License you should go to the Senna GP again, select the middle circuit to race around and, halfway around, you'll see a flying saucer hovering around! Blimey!

Furthermore, try selecting Japanese text from the options menu, then go to Free Practise mode. If you press the D-button down to scroll through the text a flashing red arrow appears, indicating the corner you're most likely to crash on.



WWF WRESTLEMANIA

TZ 6/11
FROM: NEIL DAVIDSON, ABERDEEN



Neil reckons you can use this (rather long-winded) technique to win every single fight!

When the match begins exit the ring on the left side, stand against the railings and your opponent will not touch you. You can then kick him three times. He will fall over and you can re-enter the ring. As soon as your opponent joins you in the ring, leave again on the left and repeat this, kicking, re-entering and leaving process until his energy is very low. You can now knock him down with one kick and pin him.



ROAD RASH 2

TZ 5/11
FROM: STEPHEN WORTHY, ESHER AND GARETH BROWN, CURRIDGE

Gareth's claims his tip is 'the hottest cheat of the year' (which is quite a claim considering he sent his letter in January and there were still eleven months to go) but there's no doubting it's pretty smart, seeing as it lets you start the game with any bike you like. It runs as follows:



from that prolific tipster, Stephen Worthy, and a handy hint also. First the passwords:
023H 19NN - Level one with four races completed and Banzai 7.11
OKCP 3GNN - Level three with four races completed and Nitrous Banzai 7.11, but with enough money to buy the Nitrous Diablo 1000
0950 3JNB - Level three with four races completed and Diablo 1000

Steven also says that if you crash near the finish line and need to finish fast just run across the line. Using this technique you can run for the line if your bike is wrecked. You'll probably be busted but a fine is cheaper than repairs which you won't have to do!



1. Go to the options screen and select the Mano A Mano game (you'll need to put the joypad in the port two to select the other, nonexistent player's weapon).

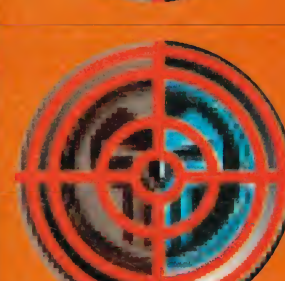
2. Choose your dream bike.

3. Go back to the options screen and select 2-player 'TAKE TURNS' game.

4. Select Solo game

5. Now start level one with the bike of your choice!

If you don't fancy this route to success, here's a set of passwords



T

E

C

H

Z

I

P

C

E



TEAM USA BASKETBALL

TZ 7/11

FROM: PHILIP STUART,

BANGOR, CO. DOWN

Philip is the first to send in codes for this game. You play the USA in every match.

1. RNGCRC4 playing against Yugoslavia
2. RMGCRK7 playing against Slovenia
3. RPHCR39 playing against China
4. RL#WRBN playing against Angola
5. RN#3RBJ playing against Italy
6. RP#7RBY playing against Canada in the quarter finals
7. RLR7RBJ playing against CIS in the semi-finals
8. RNR7RBD playing against Australia in the final
9. RMR7RBN The ending!

For the best team, pick the USA and put the following players in these positions:

Bird (F)
Mullin (F)
Robinson (C)
Pippen (G)
Jordan (G)

The best three-point shooters are Bird, Jordan, Ewing, Stockton and Robinson.



XENON II

TZ 9/11

FROM: VIRGIN AGAIN!

HIGH SCORE

10000000	0006730	ARM
10000000	0004200	OUR
10000000	0000000
10000000	0000000
10000000	0000000
10000000	0000000
10000000	0000000
10000000	0000000
10000000	0000000
10000000	0000000

Another brace of official Virgin tips. To make your ship indestructible play until you get onto the top of the high score table, at which point you should enter your name as ARM. Start the game again and get onto the high score table with a slightly lower score than before then enter the letters OUR. This should result in the first and second place scores spelling out ARMOUR. Wait for the attract mode to start again and reset. Now start the game and the ship is indestructible!

HIGH SCORE

10000000	0002300	OLD
10000000	0001550	AGE
10000000	0000000
10000000	0000000
10000000	0000000
10000000	0000000
10000000	0000000
10000000	0000000
10000000	0000000
10000000	0000000

If you prefer infinite lives to invulnerability follow a similar procedure to the above, but, against the top score, enter your name as OLD and against the second one enter AGE. Again, wait for the attract mode to start and hit reset. Now start the game and infinite lives are yours.



EUROPEAN CLUB SOCCER

TZ 8/11

FROM: VIRGIN!



Virgin themselves sent in these yummy tips for this footballing favourite ('250,000 copies sold!' - Marketing Department, Virgin Games).

Enter this password:

THREE
JHREDDER
WHEAT

(with all three words on separate lines). Now when you start the game all the players should have what Virgin describe as a Pele kick, which provides incredible power and an increased probability of scoring goals from greater distances. Just hit the hard kick button to use it.

The other password is QUITTER, which prevents you from conceding goals if you quit during a match. Ordinarily, you would quit a game and the results screen would show that the other team automatically scored more goals, but not any more, so you can score once, quit and go straight to the next round.



STREETS OF RAGE 2

TZ 10/11

FROM: JEFF PEACE, HONITON

OPTIONS

LEVEL	EASY
PLAYERS	09
BGM	00
SE	00
VOICE	00
ROUND	07
EXIT	

Right at the eleventh hour we received this excellent cheat from Jeff which lets you start the game anywhere up to level seven. When the title screen appears plug a controller into port one and press START. Now plug a controller into port two (you can unplug the one that was in port one) and highlight OPTIONS. Hold down buttons A and B and press START. Keep them held down until the options screen actually appears and there at the bottom is the round select!





ALIEN 3

TZ 11/11

FROM: DARREN GRAHAM,
BELFAST AND JASON
PRICE, PONTYPOOL

There are loads of hidden rooms in Alien 3, all chock full of supplies which come in right handy when those aliens are bearing down on you. Here's Darren Graham and Jason Price to show you their locations.



LEVEL THREE

On the final tunnel exit go to the left and destroy the worker alien, then crawl into a hidden room to find flame thrower fuel and pulse rifle rounds.



LEVEL FOUR

Go to the bottom right hand corner of the screen before going up the ladder into the room with the final moving platforms. Run and jump to the right past the ladder (Ripley should be hidden in a tunnel) to find extra ammo, first aid kits, batteries and more.

There is also a short cut to be found once you leave the room with the two first aid boxes. At the start, slide down the first slope and down the next ladder. You should now be in a room with a first aid box and a tunnel on your left (collect the first aid) then jump to the right through the wall (Ripley should be hidden in a tunnel). Walk to the right and you should fall into the room which contains three hostages accessed by the moving platforms.



LEVEL SIX

Go to the top right of the screen, a room with moving platform and a first aid box on a platform. Go up the ladder (Ripley is hidden) and at the top, push right and you should hear the sound effect for extra pulse rifle rounds, then push left and continue blasting.



LEVEL EIGHT

Go to the top right of the screen (the final room before exiting). Go up the ladder and at the top push left and then right to send your life meter up to maximum.



LEVEL NINE

Walk past the ladder at the bottom left hand corner of the screen which leads to the prisoner. Jump up to the left and you should find yourself in a room containing first aid, batteries and ammunition.



GUARDIAN SCREEN (BETWEEN LEVELS NINE AND TEN)

After destroying the guardian, jump off the moving platform to the left when it's at the top of the screen. Collect the ammo and continue left. Jump into the wall and fumble around in the dark to pick up a load of supplies.



GAME GENIE CODES

Hornby have supplied us with a set of codes for Alien 3 from the latest revision of the Game Genie code book, and they are:

- AACT-CA6J Game clock frozen so there is no time limit
- AJNA-EA3R Infinite ammo for machine gun
- AJMA-EA7C Infinite flame thrower fuel
- AJJT-EA2J Infinite ammo for grenade launcher
- AJKA-EA88 Infinite hand grenades
- AJFT-AA66 Never run out of battery power for motion tracker
- A2EA-AA8R Infinite lives
- 5DXA-D93N Ripley jumps higher

If you want more Game Genie codes don't forget you can ring the Game Genie hotline on 084 323 1088.



T
E
C
H
N
I
C
A
L



HTZ

SONIC 2

FROM: MATT PARKER, HAMLEYS AND THE MEGATECH BOYS

Sega said it didn't exist, but from the bowels of London's biggest toystore comes the cheat which you've all been waiting for – the Sonic 2 level select!

Matt admits that he found it in a copy of Japanese weekly, Famitsu Tsujin, but here it is, translated, polished and dressed up in its best Sunday clothes for consumption by MegaTech's readers. Ready for this? OK, here it comes.



5

STEPS TO SONIC CHEATING

STEP ONE: Plug in the cartridge, switch on and go to the options screen.

STEP TWO: Go down to the music test and select, in this order: tune 19, tune 65, tune 09 and finally tune 17, pressing C after each tune is highlighted.

STEP THREE: Press START to go back to the title sequence.

STEP FOUR: When the title screen appears hold down A, press START, et voilà!

STEP FIVE: Now select the level you want to start on! Note that the little picture in the corner even changes when you select different stages! Woo hoo!





5

STEPS TO SONIC LEVEL CONSTRUCTION

Like its predecessor, Sonic 2 has a level construction cheat which lets you redesign the stages by putting objects such as coins, monsters and star posts into the scenery. Here's how.

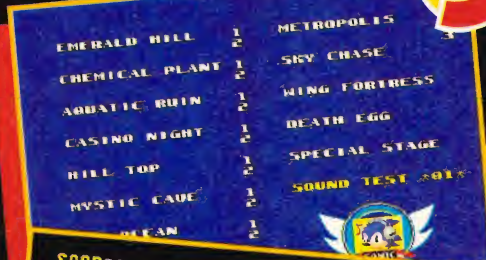
STEP ONE: Go to the sound test on the level selection screen and select the following tunes in this order, pressing C each time: 01, 09, 09, 02, 01, 01, 02, 04. What do these numbers mean? Why, it's the date of Sonic 2's day (in Japanese notation, which is year, month, day).

STEP TWO: Now choose the stage you want to play, then hold down A and START to get going. You should see that the score has been replaced by a stack of programmer-type numbers, but don't worry about that.

STEP THREE: Press B and Sonic will change into a scenery graphic. Don't like that object? Press A to cycle through all the graphics for that level.

STEP FOUR: When you've found one that you like, use the D button to move to anywhere in the level and hit C to place it on the landscape.

STEP FIVE: Mess around to your heart's content, then press B again to change back into Sonic and continue playing.





HIDDEN 50,000 BONUS!

Ed 'Pinky' Lomas discovered that if you collect every ring on a single act you get a 50,000 point PERFECT bonus. Bit of a tall order, but Ed says it's not too much trouble to do it on the first act of Emerald Hill Zone, where there are 296 rings.



HOW TO BECOME SUPER SONIC THE SUPER-EASY WAY



As you may or may not know, there are two endings to Sonic 2. To see the expert's end sequence, you need to collect all seven Chaos Emeralds before defeating Robotnik for the last time at the end of the Death Egg Zone.

"But that's so easy," we hear you cry in your readers' voices. "Just use the 'collect-the-emerald-and-restart-the-game' cheat printed in MegaTech a couple of months ago!"

Well, there is an even easier way. Instead of having to find 50 rings for every jaunt into the Special Stage, you can simply activate the level select cheat and go straight to the Special Stage.

Actually, this isn't THAT easy, as the Special Stages still take some memorising, but when you get to the end of each one and the game begins properly on the Emerald Hill Zone just press START to pause the game, then A to go back to the title screen. Press A and START to go back to the select screen and then continue from the next Special Stage.

Once you have all seven emeralds you can change Sonic into the turbo-charged Super Sonic just by collecting 50 rings and jumping. This ability lasts until the Megadrive is switched off, so you can play any level you like as Super Sonic! Unfortunately, this doesn't apply to the Death Egg Zone, as there are no rings for Sonic to collect here.



NOW SONIC CAN CHANGE INTO SUPER SONIC



SCORE 29000
SONIC RINGS 0
GEMS BONUS 0

BEATING THE LAST TWO BOSSES WITH NO TROUBLE AT ALL

Robotnik is pretty easy to beat in most of his guises, but his last two creations are a little tougher... if you don't know the patent MegaTech Easy Ways.

MEKASONIC

You can have this boss beaten by the time the clock reads 20 seconds using this method.



STEP ONE: Before MekaSonic comes down, go to this position and face left. Pull down then get a super dash attack going. If you're in the right position MekaSonic takes four hits straight away!



STEP TWO: By the time the fourth hit has registered, MekaSonic is about to curl into a ball and attack, so let Sonic zip to the left of the screen. Move right slightly and jump to avoid MekaSonic's rolling attack.



STEP THREE: As MekaSonic uncurls, jump and hit him once on the nose. Go to the middle of the platform and face left.



STEP FOUR: Now MekaSonic activates his rocket skates! As he bears down on Sonic, wait till the last minute and jump at him. Do it right and Sonic won't move, but MekaSonic takes a hit. As he passes, quickly turn to the right and when he returns do the same thing again.



STEP FIVE: One more hit will do it! When MekaSonic stops on the left of the screen and uncurls, that's your chance! Jump and hit him on the nose to destroy him! If you miss, stay centre-screen as his next move is to jump across to the right where he's an equally easy target.

ROBOTNIK

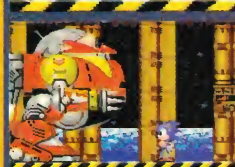
Possibly the toughest boss in the game, but not when you use this method.



STEP ONE: As Robotnik leaps into the cockpit of the robot, run left and wait. Robotnik advances towards you, stops, then the robot rockets into the air.



STEP TWO: When the robot's about to come down, a target appears over Sonic, but don't move!



STEP THREE: Wait until the target is flashing then quickly run right to stand next to the second vertical girder and face left.



STEP FOUR: When the robot lands, the body briefly bends forward. This is your chance to hit it, but be quick because bad timing can result in you hitting the spiked arms.



STEP FIVE: Quickly run to the other side of the room and wait for the target to appear again before repeating the process. The robot takes ten hits, so have patience - the result is worth it (especially if you've got all the Chaos Emeralds!)

DIAL-A-TIP

CHEATS N' TIPS N' POKES

SEGA CHEATS N' TIPS	0891 445 933
NINTENDO CHEATS N' TIPS	0891 445 913
AMIGA GAMESLINE	0891 445 786
ST GAMES LINE	0891 445 787
CHEATS GALORE (ALL FORMATS)	0891 101 234

ALL CHEAT LINES UPDATED EVERY WEEK

INTERACTIVE GAME SOLUTIONS

SONIC THE HEDGEHOG 1 & 2	0891 866 001
SHINING IN THE DARKNESS	0891 866 002
SHADOW OF THE BEAST 1, 2 & 3	0891 442 022
IMMORTAL	0891 445 928
STREET FIGHTER II	0891 445 927

FULL FULL INFORMATION ON ALL OUR

HELPLINES DIAL

0891 445 904

DISK WORLD CLUB	0891 445 925
WHIZZ KID COMPUTER QUIZ	0891 101 255

PROP. GUIDING LIGHT COMPUTEL SERVICES LTD

P.O. BOX 17, ASHTON-UL-LENE, LANCS, OL7 0WV

CALLS COST 36P A MIN AT CHEAP RATE AND 48P A MIN AT ALL OTHER TIMES.

HOME GROWN PRODUCTIONS LTD

PRESENTS CONSOLE HELPLINE

0891-318-400.....INFORMATION LINE

0891-318-401 WIN A MEGADRIE QUIZ LINE

**0891 318 402.....WORLD OF ILLUSTION
(MICKEY MOUSE)**

**0891-318-403DESERT STRIKE/
TERMINATOR**

0891-318-404STREETS OF RAGE

0891-318-405..SONIC 2 & 1 CHEATS & HINTS

0891-318-406.....QUACKSHOT

0891-318-407NEW RELEASE/CHEATS

0891-318-408.....MEGADRIE CHEATS

0891-318-409 ...MASTER SYSTEM CHEATS

**No frills, No music just help, please have a pen and paper ready for information.
Calls at 36p per min cheap rate 48p at other times**

Premier Mail Order

SEGA MEGADRIE

JAP/ENG CONVERTOR.....	9.99
ABRAMS BATTLE TANK	34.99
ALIENS 3.....	34.99
ALISA DRAGON.....	34.99
* ANOTHER WORLD.....	34.99
AQUABITICS WITH JAMES POND.....	33.99
ARCH RIVALS.....	34.99
ARIEL THE LITTLE MERMAID.....	30.99
BACK TO THE FUTURE 3.....	33.99
BATMAN RETURNS.....	35.99
BIO HAZARD BATTLE.....	32.99
BUCK ROGERS.....	37.99
BULLS V LAKERS.....	34.99
CARMEN SANDIEGO.....	34.99
CHAKAN.....	34.99
CHUCK ROCK.....	34.99
CORPORATION.....	32.99
CRUE BALL.....	31.99
DESERT STRIKE.....	34.99
* DEVIL CRASH.....	33.99
DEVILISH.....	29.99
DONALD DUCK/QUACKSHOT.....	25.99
DRAGONS FURY.....	32.99
ECCO.....	34.99
EMPIRE OF STEEL.....	35.99
EUROPEAN CLUB SOCCER.....	34.99
E. HOLLYFIELD BOXING.....	33.99
F22 INTERCEPTOR.....	32.99
* FLASH BACK.....	34.99
GALLAHAD.....	33.99
GARIES (JAP).....	14.99
GOLDEN AXE 2.....	30.99
GRANADA X (JAP).....	14.99
GRAND SLAM TENNIS.....	32.99
HARDBALL.....	32.99
HARD DRIVIN.....	30.99
HOME ALONE.....	30.99
INDY JONES 3.....	34.99
* IT CAME FROM DESERT.....	30.99
JAMES POND 2.....	32.99
JOE MONTANA 2.....	30.99
JOE MONTANA FOOTBALL 3.....	33.99
JOHN MADDEN 93.....	34.99
JORDAN V BIRD.....	22.99
KLAX.....	29.99
KRUSTY'S FUN HOUSE.....	34.99
LEMMINGS.....	34.99
LHX ATTACK CHOPPER.....	33.99
LOTUS TURBO CHALLENGE.....	34.99
MARBLE MADNESS.....	30.99
MARIO LEMIEUX HOCKEY.....	32.99
* MEGA LO MANIA.....	34.99

SEGA MEGADRIE

MEGA GAMES 1.....	33.99
MENACER.....	49.99
MICKEY & DONALD.....	34.99
MICKEY MOUSE.....	30.99
MOONWALKER.....	20.99
NHL PA '93 (HOCKEY).....	34.99
OLYMIC GOLD.....	34.99
PITFIGHTER.....	32.99
PGA TOUR GOLF 2.....	34.99
POWERMONGER.....	32.99
PREDATOR 2.....	34.99
RISKY WOODS.....	34.99
ROAD RASH 2.....	25.99
ROBOCOP/ JAMES POND 2.....	32.99
ROLLING THUNDER 2.....	34.99
SENNA SUPER MONACO.....	34.99
SIDE POCKET.....	32.99
SMASH TV.....	34.99
SONIC 2.....	34.99
SPIDERMAN.....	32.99
SPATTER HOUSE 2.....	29.99
SPEEDBALL 2.....	32.99
* STEEL EMPIRE.....	34.99
*STREET FIGHTER 2.....	34.99
STREETS OF RAGE.....	32.99
STREETS OF RAGE 2.....	34.99
STRIDER.....	37.99
SUP. CRT. BASKETBALL.....	32.99
SUPER FANTASY ZONE.....	35.99
SUPER HIGH IMPACT.....	34.99
* SUPER KICK OFF.....	34.99
SUPER OFF ROAD.....	29.99
SWORD OF VERMILLION.....	37.99
TAILSPIN.....	30.99
TALMITS ADV.....	44.99
TAZMANIA.....	34.99
TEAM U.S.A BASKETBALL.....	33.99
TERMINATOR.....	33.99
TEST DRIVE 2.....	34.99
THE SIMPSONS.....	32.99
THUNDERFORCE 4.....	37.99
TOE JAM AND EARL.....	32.99
TOKI.....	32.99
* TWISTED FLIPPER.....	33.99
TWO CRUDE DUDES.....	34.99
WARRIOR OF THE ETERNAL SUN.....	44.99
WARSONG.....	34.99
WINTER CHALLENGE.....	34.99
W.B IN MONSTERLAND.....	30.99
WWF WRESTLEMANIA.....	34.99
XENON II.....	30.99
ZERO WING.....	30.99

SEGA MASTER SYSTEM

MASTER SYSTEM II.....	54.99
* AGASSI TENNIS.....	25.99
ASTERIX.....	26.99
BUBBLE BOBBLE.....	23.99
CALIFORNIA GAMES.....	23.99
CHASE HQ 2.....	27.99
CHUCK ROCK.....	29.99
DRAGON CRYSTAL.....	24.99
DARTS II.....	27.99
DONALD DUCK.....	24.99
FLINTSTONES.....	24.99
G-LOC.....	24.99
HOME ALONE.....	25.99
INDIANA JONES.....	23.99
JO MONTANA FOOTBALL.....	24.99
LEADERBOARD.....	26.99
LEMMINGS.....	25.99
MICKEY MOUSE.....	26.99
* MICKEY MOUSE 2.....	25.99
NEW ZEALAND STORY.....	29.99
OLYMPICS.....	27.99
* PITFIGHTER.....	25.99
POPULOUS.....	29.99
* ROBIN HOOD.....	25.99
SCI.....	24.99
SONIC THE HEDGEHOG 2.....	24.99
SUPER MONACO GP.....	27.99
TOM & JERRY.....	29.99
* WIMBLEDON 2.....	25.99
WIMBLEDON TENNIS.....	27.99
* WORLD TOURNAMENT GOLF.....	25.99

SEGA GAME GEAR

BATMAN RETURNS.....	24.99
* FROGGER.....	16.99
G-LOC.....	19.99
GEORGE FORMAN BOXING.....	24.99
* GREEN DOG.....	19.99
JUNCTION.....	18.99
PENGU.....	12.99
PUTTER GOLF.....	12.99
SLIDER.....	14.99
SOLITAIRE POKER.....	19.99
SONIC 2.....	24.99
SUPER KICK OFF.....	24.99
THE SIMPSONS.....	24.99
* TOM & JERRY.....	19.99
WOODY POP.....	8.99

GAMEBOY

BATTLE BULL.....	10.00
CRYSTAL QUEST.....	9.00
DOUBLE DRAGON 2.....	10.00
DOUBLE DRIBBLE.....	10.00
GO GO TANK.....	9.00
PITFIGHTER.....	10.00
PLAY ACTION.....	
FOOTBALL.....	20.00
Q BERT.....	10.00
ROBOCOP.....	8.00
ROGER RABBIT.....	8.00
ROLANDS CURSE.....	10.00
SIMPSONS 1.....	11.00
SOLAR STRIKER.....	10.00
SPY V SPY.....	10.00
SUPER KICK OFF.....	12.00

TO ORDER PLEASE SEND CHEQUE / PO / ACCESS / VISA NO. AND EXPIRY DATE TO:- TRYBRIDGE LTD, MT03 10 TINKLER SIDE, BASILDON, ESSEX. SS14 1LE

TELEPHONE ORDERS: MON- FRI 9 AM - 7PM 0268- 271172 24 HOUR FAX LINE 0268 271173

TITLES MARKED * MAY NOT BE IMMEDIATELY AVAILABLE PLEASE RING FOR INFORMATION
POSTAGE + PACKING: UK: FREE, EUROPE: £1.00 PER ITEM, OUTSIDE EUROPE: £3.00 PER ITEM.NEXT DAY SERVICE ADD £2.50

CHEQUES MADE PAYABLE TO PREMIER MAIL ORDER

WE ARE OPEN SATURDAYS AND SUNDAYS 10AM - 4PM



ECCO THE DOLPHIN

FROM: LOADS OF PEOPLE

We've had loads of people sending in their solutions to Ecco – almost as many as we've had ringing up asking for tips, actually – so here's, not the whole solution, but the final set of passwords (to go with last month's, which took you as far as Dark Water) and how to beat those final levels, plus a few cheats that have been sent in too.

The people responsible for these are (in no particular order): D F Bourton, Anthony Vallance, L F Harryman, Tania Grimshaw, Michael Askew, Ed 'Pinky' Lomas, Rab (or Rob), Simon Hamilton and Tetsuo Ngomi. Thanks to you all.

HTZ



THE FINAL PASSWORDS

We've received several sets of passwords to the final levels. These ones were supplied Tania Grimshaw. We suggest you only use these if you get really stuck as this is one game which is worth the effort required to finish it yourself.

LEVEL TITLE PASSWORD

- 20 CITY OF FOREVER GUVIGPLJ
- 21 THE TUBE CICFKMLY
- 22 WELCOME TO THE MACHINE MJJBKMLM
- 23 THE FINAL FIGHT LIHGWNLA

HOW TO BEAT LEVEL 19:
DARKWATER

Judging by the telephone calls, this is where everyone seems to be getting stuck. Well, here's the answer to your problem.

If you've come this far you should be able to get to the Asterite helix with no trouble. But once you get there how do you stop it killing you? And where is that missing globe?

As soon as you come across the helix, you need to start attacking the individual globes. To beat it you need to hit four of the same colour so that they're flashing. When you hit the fourth ball you'll receive the missing globe and be transported 'back to the future' to the deep water level. Just find the first helix again and give him back the ball you've just found. You'll be rewarded with some new powers and a journey back to the City of Forever.



ECCO THE DOLPHIN

HOW TO BEAT THE LAST BOSS



Tetsuo Ngomi supplied this method for defeating the boss which lies in wait at the end of the Machine.

Swim down and round until you are level with one of the alien's eyes then blast it with your sonar. Don't wait to see if you've scored a hit - head straight back up to the top entrance, blasting the aliens at the top as you go. Wait here until you hear a whooshing which is the sound of the alien sucking in water. When it's finished head around to the other side and blast the other eye. Keep doing this until both eyes pop out.

Now you need to attack the alien's jaw but this can only be done with your nose attack. Come down from the entrance to the chamber and charge at the jaw then head straight back to the top of the screen to avoid being sucked in. Repeat until the jaw drops off. It rematerialises twice so do the same until it finally drops off.

To finish off the alien you need to charge the top of its skull. The screen turns red and more little aliens appear so keep blasting. Keep going until everything goes red and you can sit back to enjoy the end sequence!

SPECIAL CHEAT!

Make those tough levels easier with this simple cheat which prevents Ecco running out of air or energy. When the screen with the title of the level appears just hold down A, B and START. You may find that this screws up the gameplay in Welcome to the Machine and The Last Fight, so you'll probably have to do those the hard way!

SPECIAL PASSWORDS



How Ed 'Pinky' Lomas discovered this we don't know, but if you input SHARKFIN as the password you'll start the game at The Lagoon, which is only level five, but you also have an unlimited air supply and the power of your sonar is amplified so that you can kill creatures with

a blast of sonar instead of having to charge them. To use it you just need to press button B then A in rapid succession.

Ed also found that if you enter his name (ED LOMAS, with the space) you start the game at the Ridge Water level. Strange, but true.



**AVAILABLE IN ANY
COLOUR. AS LONG AS
BLACK.**



THE MEGATECH '93 SHIRT. MORE STYLE (AND SLEEVE) FOR YOU.

IT'S



UR MONEY!

There are few things in life as truly beautiful as the MegaTech T-shirt. Woven from 100% cotton, the shirt is ingeniously possessed of long-sleeves and cleverly sports the colour black. Okay, so perhaps it there are quite a few things in life as beautiful as a MegaTech T-shirt, but how could you resist the exquisitely embossed MegaTech skull that festoons the chest, or the superb MegaTech logo that runs down the left arm? Why, those factors alone elevate this shirt above any other ordinary shirt you may happen to have seen. Are other shirts knitted by ancient elf-smiths? Are other shirts magically endowed with the blessings of the love goddess Aphrodite? No, of course they aren't and if we're honest, neither is ours, but what the MegaTech T-shirt does have over every other shirt is the fact that it's the epitome of good taste and you'd look well cool wearing it. So stop reading this mindless drivel and fill in the coupon below, pronto!

HOW TO ORDER

Please complete the coupon below and return to MEGATECH T-shirt Offer, Tower House, Sovereign Park, Lathkill Street, Market Harborough, Leicestershire, LE16 9EF.

Please ensure your cheque/Postal Order/ International Money Order is made payable to Emap Images Ltd.

UK ORDERS

Please include a postage and packing charge of 50p per item within your payment.

If you wish to pay by VISA, you can phone our order hotline on 0858 468 888.

EUROPEAN & OVERSEAS ORDERS

If your order is to be delivered within Europe, please include a postage and packing charge of £1.00 per item with your payment.

If your order is to be delivered overseas (rest of world postal zones 1 & 2), please include a postage and packing charge of £2.50 per item within your payment.

We suggest that overseas readers pay by International Money Order.

Offer closes on June 20th 1993.

Please allow 28 days from receipt of order for delivery. Order enquiries, please call 0858 468 811.

Send to : MEGATECH T-shirt Offer, Tower House, Sovereign Park, Lathkill Street, Market Harborough, Leics. LE16 9EF

I enclose my cheque (address on back) made payable to EMAP Images Ltd.
or please debit my Access/VISA account with the sum of £.....
my card number is:

Please use block capitals Card Expiry date /19.....

Mr/Mrs/Miss

Address

.....Postcode

Signature

(Please enter quantities required in boxes)

ITEM	SIZE	PRICE	TOTAL £
<input type="text"/> Megatech T-shirt	M	£6.99	<input type="text"/>
<input type="text"/> Megatech T-shirt	XL	£6.99	<input type="text"/>

Please add 50p per item, postage & packing (Euro/overseas readers see 'How To Order')

TOTAL

Please allow 28 days for delivery

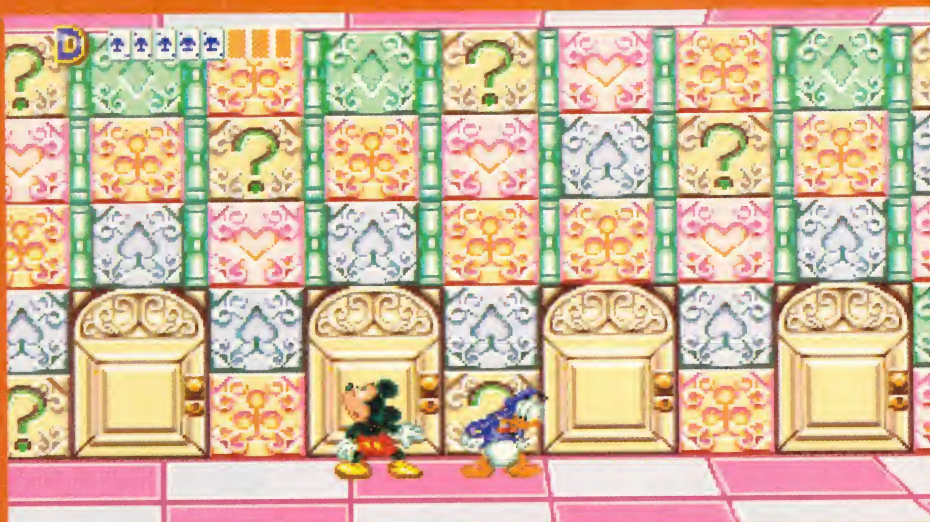


HELP!

HELPLINE

For those of you who haven't been trying to turn into Supersonic or trying to beat the Helix for the last four weeks, this is where you'll find solutions to some of the other gamesnags that have been causing the gnashing of teeth and the trashing of joypads throughout Megadrive Land just recently. Next month we could be solving your problem – all you have to do is write it down **CLEARLY**, stating your name and address (and whether you own an Action Replay cart) and send it to: Helpline, MegaTech, Priory Court, 30–32 Farringdon Lane, London EC1R 3AU.

● world of illusion



I am having a problem on World of Illusion on the two-player mode. It is on the last level, when you come to a place where there are a lot of doors. When you open a door, it will lead you to a place where you have already been. All of them are useless, but the door on the far left does not seem to open. Please could you tell me how to get past this screen?
JONATHAN LEE, WESTON SUPER MARE

In World of Illusion (two-player mode), after you've passed the six dice there are six doors. The problem is the doors will not open. Is there a way to get them open? Please help!
DARREN ALDRITCH, BASILDON

To open the doors, simply press Up on the D-pad. Each time you enter a door, you're transported back to a section of a previous level that you've already passed through. Start by opening the second door from the left and, when you've completed each level section, enter the next door on the right until you've been through five doors. Then move to the door on the extreme left and hey presto! – it'll open for you.

● terminator 2

For Christmas I was given a Menacer, and after reading your review of Terminator 2 The Arcade Game, I thought I'd go out and buy it. At first it looked quite easy, but when I started playing it I found out how wrong I was! I can get to the level where John and Sarah Connor are driving the van along, and you have to protect them from T-800's and Aerial Hunter-Killers. I thought I was doing quite well when, all of a sudden, the van blew up without even being shot by the baddies!!! Could you help me out... PLEASE!
STEVEN JENKIN S, BROXBORNE

I can't for the life of me get past the truck level in T2. Please, please, please can you help me? (By the way, your mag is the BEST!)

ANDREW PRINCE, LEEDS

Shoot all the boxes at the bottom of the screen at the start of the level, making sure you've got all the rockets. It's worth losing a couple of credits for a start, so you can return to the start of the level to build up a stockpile of rockets. When you think you've got enough rockets, ignore the Terminators, just fire away at the Hunter/Killers (they follow a set pattern, so after a while you should be able to blow them away as soon as they come onto the screen). Practice makes perfect!





● road rash

Is there a cheat for getting unlimited amounts of money in Road Rash? If not, can you give me a cheat to get the most expensive bike without spending a lot?
STUART BIRD, WREXHAM

Synchronicity or what? There's a tip to enable you to do just such a thing in this month's superb Technique Zone!

● super hydride

I need help badly for Super Hydride. I have had this game for months and just can't seem to get anywhere with it. I can get to the City of the Woods and the Subterranean City, and I have got the Cloud Stone, the Talisman, the Dragon's Fang and the Magic Mail. I just can't get any further in the game! I know there is a city under the lake, but I don't know how to get to it, so if you could help me I would be very grateful. Please, please help me to complete this very frustrating game.
DENNIS WINTERBOTTOM, LEEDS

Use the Jeem Scroll at the lake's edge and the submerged castle will rise up, ready to enter. When you enter it, you'll notice that it has been built by a great technology. All of your enemies here are robots, and all of them are safe to kill.

● ghouls 'n' ghosts

I cannot for the life of me figure out how to kill the big greenie thing at the end of level three in Ghouls 'n' Ghosts. Can you tell me how to do it? Also, are there any general cheats for the game?
DAVID WATT, YORK

Surely you mean the boss at the end of level 4? If you do, the thing to do is to shoot at the pulsating Brussels sprout-shaped growths on its body. These growths are only vulnerable when they are expanded. Take each one in turn and when it has expanded shoot downwards at it until it has blown up, then move onto the next one. It takes a lot of time and patience. Also, keep shooting at the maggots or they'll just get in your way.



● desert strike



Please can you give me a code to get onto level four of Desert Strike, as I can't find one.
GOVINDER SINGH, (NO ADDRESS)

No problem, Govinder! The code you require is... JTEKOMK.

● phantasy star II

Please help me! My life is a virtual ruin and I've nearly thrown my machine out of the window twice. I'm playing Phantasy Star II and I'm stuck. I've just defeated Neifirst in Climatrol and went back to Paseo to seek advice. I believe the next part of my mission is to collect the Dam Cards from the Control Tower, but I can't get to it. As I wander through the countryside I can see it in the lake, but there's no way in. What am I doing wrong? Please help.
DARREN TWIDALE, HITCHIN

To get to the Control Tower, go all the way North to the top of the maze, then turn West. Count the chutes along the top and take the sixth one. Walk South as far as you can go, passing two chutes along the way, then turn West at the bottom and take the chute. Go South to the chute. Go up and down until you reach the seventh chute along the bottom, then head North to the chute above it. Now your path to the centre of Level Two will be clear. Don't touch the keyboard, use the Musik Technique - the door behind will open and you'll be able to get the four Dam Cards you need.

● moonwalker

I am writing to you on behalf of my son and daughter, in respect of the Michael Jackson Moonwalker game. They are completely baffled (so too am I, unfortunately) as to how to get past level 3/2 in the Woods section. On that part of the game, they manage to find all the hidden children and then fight the zombies to progress to level 3/3. However, they cannot progress past level 3/2 as they are continually defeated by the two remaining zombies at the top platform who split in half and seem impossible to destroy. They have been trying to pass this level in the game for months, and in desperation we are writing to you for help. Any hints or cheats would be most helpful.

PS I am thinking of adding a Game Genie cartridge to my children's collection. Are there any Game Genie codes available for Moonwalker, and if so could you please tell me what they are?
Mr P.A. STROUD, BARRY, S. WALES

Have you tried just kicking the baddies? Magic doesn't work on them, so Jacko has to resort to more traditional methods. There is a level select cheat for Moonwalker, if you want to progress further by devious means. Go to the screen with the I-up business on it, then Up-Left on joypad one while holding down A and Start on pad two. Now press Start on pad one and you should find yourself looking at a level select screen. There are some Game Genie codes for this game, just phone the Game Genie Helpline (084 3231088) and they'll be only too pleased to help you out.

I

E

L

P

L

I

Z

E



wonderboy in monsterworld



In Wonderboy in Monsterworld I can see a door, but I can't get to it. Can you tell me how to get to it?

JOSHUA PETZOLDT, LONDON

If only you'd been more specific! There are loads of doors like that in Wonderboy in Monsterworld! Most of them are in the underwater maze, though, so if one of these is the one you mean you need to wear the Marine Boots and dive into the pool in the corridor which leads to Purapril Castle. Push up in the corner of the pool and you should find a hidden door which leads to the closed part of the maze where most of the doors are to be found. If you're having trouble reaching other doors, it's a good idea to wander around the surrounding scenery and press Up on the joypad in empty corners.



HELPLINE HEROES

We can answer as many of your gamesnags as possible, but we can't stretch space and time to reply to all of your queries in the pages of MegaTech. So if you're stuck in a game, why not get in touch with one of our Helpline Heroes? This valiant bunch of dedicated gamers are prepared to help you out if you drop them a line. Here's this month's Hero, with a list of the games he's prepared to help you out with...

ASIF AKHTAR, 179 QUEENS ROAD, WIMBLEDON, LONDON SW19 8NX.

Alien Storm, Alien 3, Alisia Dragoon, Battle Squadron, Buck Rogers, Bulls vs Lakers, Chuck Rock, Desert Strike, DJ Boy, Quackshot, EA Hockey, Ecco, Gaires, Golden Axe, Green Dog, John Madden, John Madden 92, John Madden 93, Kid Chameleon, Lemmings, Hellfire, LHX Attack Chopper, Mickey Mouse, World of Illusion, NHLPA Hockey 93, Olympic Gold, Pitfighter, PGA Tour Golf, PGA Golf 2, Phantasy Star II & III, Road Rash, Robocod, Senna Super Monaco, Sonic I & 2, Splatterhouse 2, Spiderman, Steel Empire, Streets of Rage 2, Strider, Strider 2, Taz-Mania, Terminator 2, Thunderforce II, III & IV, Toe Jam and Earl, Two Crude Dudes, Winter Challenge, World Cup Italia 90, Xenon II, Zero Wing, Valis 3, Gynoug, Target Earth, Syd of Valis, Golden Axe I, Darius 2, Dynamite Duke, Ghouls 'n' Ghosts, Shadow Dancer, Revenge of Shinobi, Truxton, Whip Rush, Twin Hawk, Wonderboy 3, Ka Ge Ki, Arrow Flash, Ringside Angel, Super Real Basketball, Ferrari GP, Forgotten Worlds, Paper Boy, F-22 Interceptor, Wrestle War, Super Hang On, Blockout, Super Monaco Grand Prix, Decap Attack, Magical Hat, Columns, Ishido, Turrican, 007, FireShark.

£ MEGASELL



I WANT TO USE THE MEGATECH MEGASELL. HERE'S MY MESSAGE:





I WOULD LIKE MY ADVERT TO GO UNDER THE FOLLOWING HEADING (TICK BOX):

☐ FOR SALE
☐ PEN PALS

☐ WANTED
☐ SWAP

☐ WANTED
☐ SWAP

FILL IN THE TOP BOX FOR £1.00 (20 WORDS), OR FOR A LONGER MESSAGE, FILL IN BOTH BOXES FOR £2.00 (40 WORDS).

PLEASE NOTE: ONLY ONE WORD PER BOX. PHONE NUMBERS COUNT AS ONE WORD. WHEN FILLING IN YOUR MESSAGE, USE BLOCK CAPITALS, AND WRITE NEATLY TO AVOID MISTAKES.

NAME.....
ADDRESS.....
.....
POSTCODE.....
TELEPHONE NUMBER.....

● SWAP

If you don't phone to find out what games I have to swap, you might blow chunks, then I'll catch a whiff, and I'll hurl!! But seriously - phone Michael (0232) 844473 for a list of my games. (I may sell some!).

Swap Desert Strike, Alien 3, Hellfire for Quackshot, Shinobi, EA Hockey, Road Rash. Any good games. Phone Steve (0376) 551350 pm, weekends.

I will swap my Sonic The Hedgehog or Tasmania for your Speedball 2 or James Pond 2. Call Cheltenham (0242) 262490.

Massive collection of Megadrive games to swap, for a list of my games. Phone - Michael on (0232) 844473.

I will swap my Winter Challenge for any good game. No Jap. Phone David on (0698) 860578.

Sega Game Gear, 2 months old, 5 Games plus adaptor (boxed) £160.00 or swap for Megadrive or Super Nintendo with games. Telephone Runcorn 0928 565108 buyer must collect.

Swap Sword of Vermilion or John Madden 92 for Phantasy Star 3 and PGA Tour Golf. Call Howard 0865 772099 (Oxford).

Atari ST to swap for a Sega Megadrive with 3 to 4 games will collect within 20 miles radius of Newport Gwent. Phone 858217 (Malpas, Newport, Gwent) for details.

Will swap Eswat, Alisia Dragoon, Kings Bounty, Sword of Vermilion, Buck Rogers, Starflight or JM'92 for Shining in the Darkness, Populous, Robocod or Might & Magic. Will swap WWF, World of Illusion for Powermonger or Streets Rage II. Ring Ben 0626 854172 after 6pm.

● WANTED

Sega Megadrive games wanted large or small collection or single games with or without consoles. Please tel: 0527 32230.

Wanted, Megadrive games. Varied selection required must be in Herts or Northants areas and reasonably priced. Tel: 0442 236747.

● FOR SALE

UK Megadrive, 2 control pads, loads of games and MegaTech mags. Worth £556.00 accept £260.00. Still under guarantee. Phone: 0438 720602.

Hello! Spiderman, Budokan, Gynoug, Forgotten Worlds, Eswat, Sonic, Dick Tracy, Robocop. All for sale, cheap prices. Tel: 0483 36277.

Megadrive, Sonic I, Turrican, Thunder Blade, Brand New boxed unwanted gift. Will sell for £170.00 ono. First caller will buy. Ask for Clyde on: 0734 353162

Tons of Megadrive games at cheap prices. British and Jap games. About 40 games in all, including JM92, Sonic 2, Aliens 3 and lots more. Games also wanted. Cash waiting. for details phone: 0382 833334 and speak to Shaz.

NES for sale with 2 games, low but reasonable prices discussed on the phone. Phone: 081 367 9725 ask for Paul.

Megadrive, 2 joypads (05G Pro) 13 games, World of Illusion, Corporation, Euro Soccer, EA Hockey, Road Rash, buck Rogers and sever more of the very best games. Original price £650 willing for £400 ono with 10 copies of Megatech. Ring Dave on 0457 852392 Bargain!!

Atari ST with full STE spec, 40 games and over 200 Demos. Never be bored again for only £150. Phone 0602 231893 and ask for Graham. Pref after 6.30pm. Nottingham area.

MegaTech issues 1 - 12 for sale. Offers over £35. Ask for Lain on 067 482 344

Issues 1 - 9 except four of Megatech. Offers wanted or swap for good condition Zelda III for SNES 0992 710511.

£170 for Megadrive, Jap USA UK compatible, 2 joypads, includes Populous, James Pond, Centurion, Hellfire, Sonic plus 7 more. Also 301 magazines, offer in region of £170 genuinely good buy, phone 0532 842833 and ask for Adam.

Demo Video - 2 full hours, showing over 50 Megadrive games!! Great for new Megadrive owners. Will sell £5 (0232) 844473.

For Sale: PGA Golf, Populous, Moonwalker, 688 Submarine, Budokan, Mercs, Italia 90, Mystic Defender, Cyberball, F22 Interceptor, Super Off Road, Shadow Dancer, Road Rash, Hellfire, Super Monaco, Robocod. Negotiable prices. Phone Paul 081 451 5424 after 7pm.

For Sale - Game Gear, 6 games including Sonic, Sonic II, Streets of Rage, Wonderboy, Columns, and Lemmings worth £240 sell for £150. Call Ben on 0634 261991.

Sonic 2 £27, PGA £25, Mercs, Eswat, Sonic, 1-10 Megatech (excluding 2 & 3) £20, Altered Beast £10. Will swap. Phone Geoff: 0925 827580.

Megadrive with 20! games including Alien 3, Terminator, Bart Simpson, John Madden, Spiderman, Mickey, Eswat, Revenge of Shinobi, Batman, Ghoul n Ghosts and Immortal plus 2 remote joypads and Action Replay Pro, worth over £800 will take £350.00 Phone Matthew on (0376) 345421

For just £1 you can use this service and write your own ad containing up to 20 words. £2 gets you 40 words, which is fairly simple arithmetic, I suppose...

What do you have to do? Fill out the form (or a copy of it) and send it with a cheque or PO made payable to MEGATECH, and send it to MegaTech MegaSell, MEGATECH, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Due to deadlines, allow up to six weeks for your advert to appear in the magazine.

ATTENTION!
MEGATECH MegaSell is for private advertisers only. Anybody sending in a trade advert will not have it published. It will be ignored, your cheque will not be cashed, and no correspondence entered into!





Welcome to this, the most hallowed section of all MegaTech, the Hyperplayers Hall of Fame. Every month thousands of would-be Megadrive demi-gods send their hard-won scores into this prestigious temple of games-playing skill, but only the most exemplary of scores earn their owners the coveted reward of seeing their names in glorious print. Do you think you've got what it takes? If so, send in your high-score on the back of a postcard to: **Hyperplayers, MegaTech, Priory Court, 30-32 Faringdon Lane, London EC1R 3AU.** But be warned, all cheats will have their entries destroyed and their names will forever be banished from all MegaTech. Now with out further ado, let the Hyperplaying orgy commence!

NAME.....
 ADDRESS.....

 GAME.....
 DIFFICULTY SETTING.....
 LEVEL.....
 SCORE.....
 GAME.....
 DIFFICULTY SETTING.....
 LEVEL.....
 SCORE.....
 GAME.....
 DIFFICULTY SETTING.....
 LEVEL.....
 SCORE.....
 GAME.....
 DIFFICULTY SETTING.....
 LEVEL.....
 SCORE.....
 GAME.....
 DIFFICULTY SETTING.....

witness.....

AFTERBURNER27,861,520
Daniel Sullivan, Coventry**ALIEN 3**15,570,450 (Hard)
Robert Guthrie, Galashiels**ALIEN STORM**100 Supreme Ruler
Jim Graham, Stevenage**ALISIA DRAGON**Elven Mage (Level 7, Normal)
Anthony Dowd, Telford**ATOMIC RUNNER**112,600
Alan Sainty, Kings Lynn, Norfolk**BATMAN**561,900
Danny Kenmure, Edinburgh**BATTLE SQUADRON**8,912,101 (easy level)
Asif Akhtar, Wimbledon**BLOCKOUT**435,311 (Level 0-1, Flat Fun)
Lee Nixon, Sheaford**BONANZA BROTHERS**12,741,100
Tom Knight, Girton, Cambridge**CALIFORNIA GAMES**Footbag: 854,370
Timothy Phillips, Cardiff

Double Footbag: 379,500

Jonathan Philips, Cardiff

Surfing: 10.0 (Turbo setting)

Yuen Aw, Birmingham

Skating: 12,530

Martin Charles, Cardiff

Half-Pipe: 47,398

Martin Charles, Cardiff

Double Half-Pipe: 74,699

Richard Lee and Anthony Davison, Darlington

BMX: 146,760

Martin Charles, Cardiff

CAPTAIN AMERICA AND THE AVENGERS685,454
Alan Sainty, Kings Lynn, Norfolk**CHUCK ROCK**433,675 (Completed)
Barry Powell, Newport**COLUMNS**97,633,647
James Montague, Chelmsford**CRUEBALL**115,860,000 (Level 6)
Rev of Spideeren, Aylesbury**DARIUS 2**6,530,390
Mark Hogg, Burton-on-Trent**DESERT STRIKE**4,995,700
Liam Cullen, Welwyn Garden City**DICK TRACY**339,900
David Rowntree, Devon**DJ BOY**9,835,700
Jonathon Tilbrook, Sheffield**DOUBLE DRAGON 2**51,280
Bob Payne, West Bromwich**EARNST EVANS**1,480,050
David Wheeler, Caerphilly**ELEMENTAL MASTERS**356,530 (completed on Normal)
James Terry, St. Albans**ESWAT**642,900 (Completed on Normal)
Harry Weichers, Ferndale, S.Africa**F-22 INTERCEPTOR**

USA: 35,577

Dean Lloyd, Rugeley

USSR: 35,577

Dean Lloyd, Rugeley

IRAQ: 36,477

Dean Lloyd, Rugeley

KOREA: 36,477

Dean Lloyd, Rugeley

FANTASIA

11,683,600 (hardest level)
Chris Maginnis, Linlithgow

FATAL REWIND

3,658,180
Jody McLarty, Aylesbury

FIRE SHARK

7,122,130 (Completed)
The Wonderful Sharon Mitchell, Fraserburgh

FLICKY

3,334,800
Stephen Gallimore, Bournemouth

FORGOTTEN WORLDS

1,991,800
Daniel Gallop, Essex

GAIARES

1,608,352
Asif Akhtar, Wimbledon

GALAHAD

2,071,300
Lawrence Simpson, Walthamstow

GHOSTBUSTERS

17,758,000
Wayne Lockwood, Boroughbridge

GOLDEN AXE

984.0 (Hard level)
Ben Tucker, Catford
247.0 (Duel)
Kevin Shirley, Cheshire

GOLDEN AXE II

992.0 (Normal)
Mick & Barry Gosling, Coventry

GRANADA X

23,563,545
Carl Bown, Bournemouth

GREENDOG

496,400
Karl Smith, Long Lawford

GYNOUG

2,345,760
Wesley Thomson, Fife

HELLFIRE

19,478,220
Robert Guthrie, Galashiels

JAMES POND

1,829,560
Wayne Turner, Chelmsford

KID CHAMELEON

1,409,960 (Normal)
Mick & Barry Gosling, Coventry

KLAX

8,064,580 (import version)
Sharon Mitchell, Mistress of the Megadrive, Fraserburgh
6,376,775 (official version)
Sharon Mitchell, Mistress of the Megadrive, Fraserburgh

KRUSTY'S SUPER FUN HOUSE

999,990
Michael Steward, Milton Keynes

LOTUS TURBO CHALLENGE

81,953,520
James Nadin, Whiston

MI ABRAMS BATTLE TANK

702 (First Lieutenant, 100 kills)
Stewart Parker

MARBLE MADNESS

205,360
Darren Neale, Helston

MERCS

Arcade Mode: 1,407,500
Neil Kendall, Birkenhead
Original Mode: 5,107,950
Stu Gornier, Gorsley

MICKY MOUSE

2,824,500
Nathan Preston, Mid-Calder

MIDNIGHT RESISTANCE

2,104,100
Dan Towes, Gillingham

MOONWALKER

949,400

Philip Butler

MUSHA ALESTE

133,896,380
Rodney Scotland, Northampton

NEW ZEALAND STORY

522,360
Nigel Weston, Wilmslow

OLYMPIC GOLD

Archery: 171
Ben Mills, Peterborough
Diving: 473.50
Meredydd Wilson, Swansea
Hammer Throw: 93.45m
Angus Poland, Scotland
110m Hurdles: 12.73 sec
Angus Poland, Scotland
Pole Vault: 6.40m
James Ward, Huthwaite, Notts
100m Sprint: 9.23 secs
Kirk of Spidereen, Aylesbury
200m Swimming: 1:41.37
Ben Mills, Peterborough

OUTRUN

37,004,160 (Hyper level)
Justine Miller, Sutton Coldfield

PACMANIA

1,000,111 (Hard level)
Lee Tooze, Brixham

PGA TOUR GOLF

Avenel: 235 strokes (best 72)
Dean Lloyd, Rugeley
Avenel: 51 strokes (best 18)
Stewart Bonner, Hemel Hempstead
Sawgrass: 200 strokes (best 72)
Gareth Watson, Pontypridd
Sawgrass: 47 strokes (best 18)
Gareth Watson, Pontypridd
West Stadium: 218 strokes (best 72)
Stewart Bonner, Hemel Hempstead
West Stadium: 50 strokes (best 18)
Peter Norman, Corringham
Sterling Shores: 222 strokes (best 72)
Jody Osman, Warwickshire
Sterling Shores: 51 strokes (best 18)
Simon Shone, Heywood, Lancs

PITFIGHTER

2,449,350
Stephen Gallimore, Bournemouth

POPULOUS

515,090 (Genesis level)
Philip Best, St Austell

PREDATOR 2

12,355,340 (Easy)
Nathan Preston, Mid-Calder

QUACKSHOT

10,077,000
Martin Hunt, Maidenhead

RAIDEN TRAD

2,072,650 (Easy level)
Neil Morgan, Reading

RAMBO III

999,999,995 (Hard level)
Tim Burton, March

REVENGE OF SHINOBI

9,999,900
Daniel Sullivan, Coventry

ROBOCOD

13,780,300
Simon Shone, Heywood

ROLLING THUNDER 2

554,180
Scott Hazel, Trunch, Norfolk

SHADOW DANCER

2,650,965
Asif Akhtar, Wimbledon

SONIC 2

613,330
Luke Potter, Cornwall

SPACE HARRIER 2

27,283,600
Lee Royle, Reading

SPEEDBALL 2

438 Points (Division two winners)
Glenn Smythraite, Hull

SPIDERMAN

23:03:42 remaining (Nightmare level)
Scott Hazell, Norfolk

SPLATTERHOUSE 2

878,910 (Hard)
Wayne Turner, Chelmsford

STREETS OF RAGE

9,999,000
Nathan Preston, Mid-Calder

STRIDER

236,800
Mick & Barry Gosling, Coventry

SUPER HANG-ON

92,021,540 (Expert level)
John Payne, King's Lynn

SUPER MONACO GP

6,002 Driver's points
Neil Boswell, Pembroke Dyfed

SUPER MONACO GP II

160 Driver's points
Wayne Pearce, Haddlesey

SUPER OFF ROAD

199,000 (no continues, 48 races won)
Mike Houghton, Stockport

TASK FORCE HARRIER

765,000
Neil Brockhouse, Bolton

TAZMANIA

1,360,260 (Hard)
Michael Hornby, Buckley, N. Wales

TERMINATOR

1,141,920 (Easy level)
Gavin Pinkett, Abertillery

TERMINATOR 2

5,752,750 (Normal)
Gary Jobbins, Easingwdd, York

TEST DRIVE 2

411,384 (Desert in Porsche)
Andrew York, Bolton

THUNDERFORCE II

2,689,719 (Hard level)
Steven Cooper, Fife

THUNDERFORCE III

11,528,100
Hywel Llewellyn, Pentryrch, S. Wales

THUNDERFORCE IV

3,643,150
Matthew Murray, Abersychan

TOE JAM & EARL

1,697 (Toe Jam)
Adam Welbourn, New Romney

TOKI

334,200 (Hard)
Sven Chesters, W.Sussex

TROUBLE SHOOTER

669,780 (Normal level)
Ben Randell, Hastings

TRUXTON

30,300,503
Lawrence Simpson, Hackney

UNIVERSAL SOLDIER

1,441,987 (Hard)
James Dudley, Solihull

WARDNER

1,290,900 (Normal level)
Richard Lunt, Bagillt, Clwyd

WINTER CHALLENGE

Speed Skating: 19.75 seconds
Gary Nunn, Chesham
Cross Country: 3 mins 26.8 seconds
A J Walsh, Romiley
Downhill: 1 min 24 seconds
Gary Nunn, Chesham
Ski Jump: 117.6m
Gary Nunn, Chesham
Biathlon: 4 mins 7.3 seconds
A J Walsh, Romiley

WONDERBOY IN MONSTERWORLD

596,651 (Gold)
Stuart Tolcher

ZANY GOLF

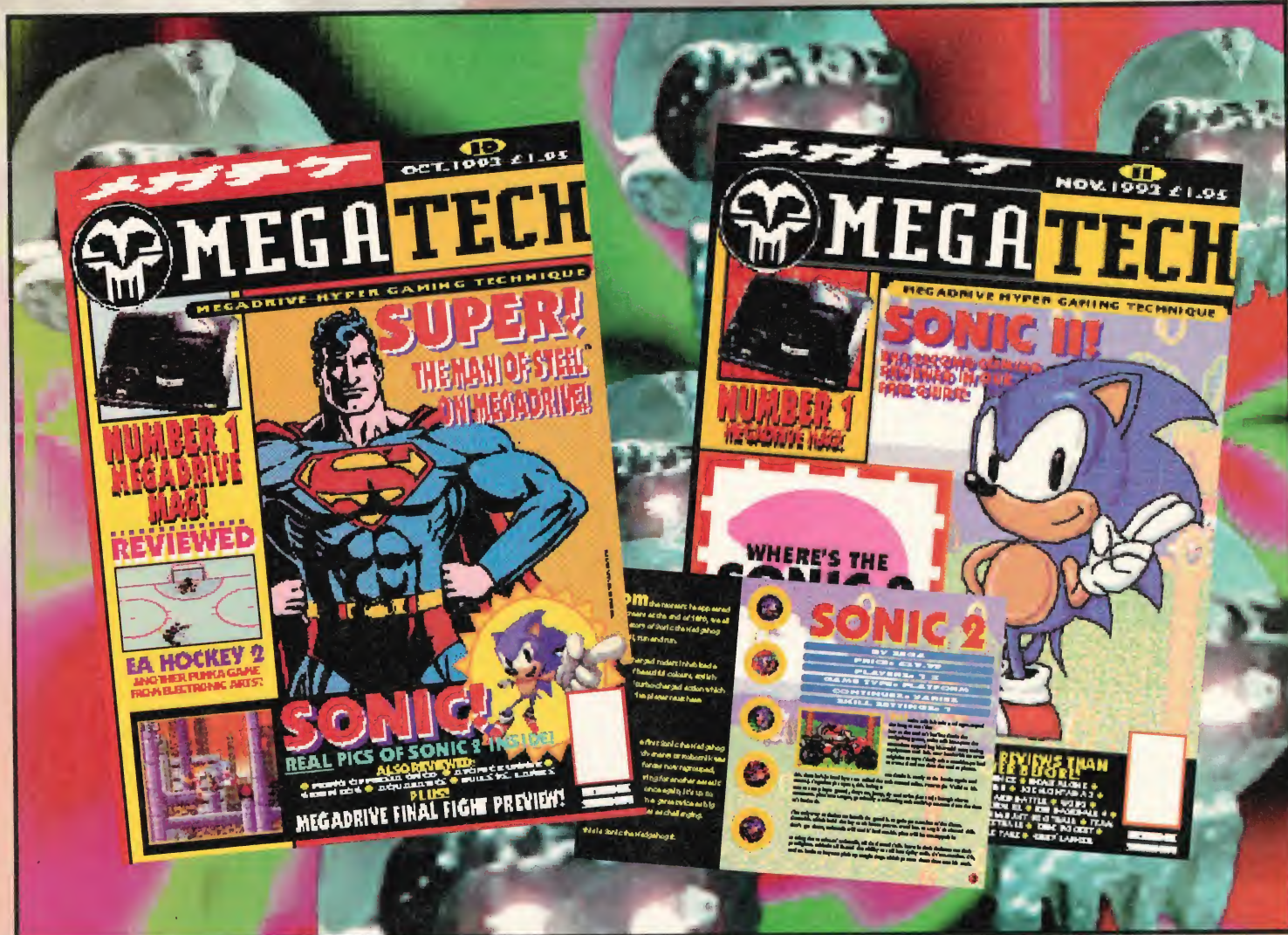
18 strokes (completed)
Yuen Aw, Birmingham

ZERO WING

2,584,700 (Easy level)
Craig Wilkins, Delapre

SUBSCRIBE!

SUBSCRIBE TO MEGATECH AND GET



2 ISSUES ABSOLUTELY FREE!

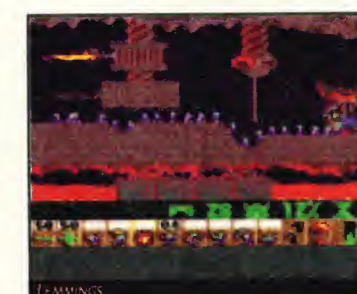


GAME

GAME NAME	BY	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	MTECH RATING	
688 ATTACK SUB	ELECTRONIC ARTS	£39.99	80	80	89	85	86	87	An excellent submarine simulation which gives you ten missions to complete as a US sub commander, or six as a Soviet. It sounds dull, it's a very compelling game and is thoroughly recommended to someone who's after something different (with plenty of "depth").
AFTERBURNER II	SEGA	£34.99	86	80	88	85	78	79	A good conversion of the 3D jet fighter coin-op, with speedy graphics and thumpy soundtracks. All the gameplay of the original is in there, but alas that never amounted to much, and it can become a little dull after a while.
ALIEN 3	ARENA	£39.99	92	94	93	92	93	94	Nothing like the action-unpacked movie, this is a superb platform shoot 'em up which features the heroic Ripley in prisoner-rescuing situations. Great graphics, sounds and gameplay made this one of the best games of 1992 and it's still a must-buy.
ALIEN STORM	SEGA	£34.99	84	84	80	89	69	70	This would be an outstanding conversion of the coin-op were it not for the fact that it's a piece of cake to complete. Great graphics and highly enjoyable one or two-player action, but it's all over too quickly.
ALISIA DRAGON	SEGA	£39.99	83	94	80	84	89	88	Alisia Dragon and her pet dragon inhabit the far-flung dimension of fantasy land, where all is not well. An evil dictator controls the land and only Alisia can wrest it from his grasp. What this boils down to is a multi-directional scrolling platform game, with plenty to shoot and lots of features to keep the player hooked. A fresh approach to an old format.
ANOTHER WORLD	VIRGIN	£39.99	95	92	84	86	85	86	A game unlike anything else on Megadrive, Another World combines puzzles, adventure, arcade action and brilliantly animated graphics in an engrossing feast of entertainment. It's slightly marred by controls which give occasionally frustrating responses, but otherwise it's a winner.
AQUATIC GAMES	EA	£34.99	76	89	82	70	50	59	James Pond's third game, an attempt at a humorous sports simulation is disappointing. The graphics are excellent, but the series of seven mediocre are boring. For little kids only.
ARNOLD PALMER'S GOLF	SEGA	£39.99	85	79	69	86	80	85	This is a pretty decent golf sim. Featuring a variety of options, excellent graphics (the 3D viewpoint and the animation on the large golfer sprite are both superb) and a very tough course indeed, Arnold Palmer's Golf will appeal to golf and sports simulation fans alike.
ATOMIC RUNNER	DATA-EAST	IMPORT	83	88	89	78	82	80	Join Chelnov, the Atomic Runner, as he runs through scrolling platform levels zapping aliens. Great graphics (though Chelnov himself is a bit weedy) and challenging gameplay.
AYRTON SENNA'S SUPER MONACO GP 2	SEGA	£49.99	91	90	77	94	92	93	Ayrton Senna's replaces the original Super Monaco GP as the number one Megadrive driving game. While not radically different, GP II features extra tracks, improved sound and loads of digitised pictures. If you don't have the first game this one cart you should get.
BATMAN	SEGA	£34.99	79	79	75	71	65	70	Quite a smart-looking game of the first Batmovie, but not only is the gameplay very basic (walk around, punch some blokes, jump on a platform) it's very easy to complete.
BATMAN RETURNS	SEGA	£39.99	69	73	70	75	80	76	Big graphics and more involved platform punch-up gameplay make this the better batgame, but it still lacks star quality. Sometimes it goes beyond challenging and becomes frustrating so it's not one for novices.
BATTLE SQUADRON	ELECTRONIC ARTS	£39.99	78	83	79	82	81	80	A tough, frantic and noisy one or simultaneous two-player up-the-screen blaster. Although it's pretty much devoid of original features, it's a fun game and lays down a challenge to test even the most experienced of shooting fanatics.
BIOHAZARD BATTLE	SEGA	£39.99	73	93	86	87	86	88	Spectacularly gross graphics and enjoyable, challenging gameplay set this apart from the bulk of Megadrive shoot 'em ups. Well worth buying, and watch out for it under its Japanese title, Crying.
BLACK HOLE ASSAULT	MICRONET	IMPORT	85	79	83	70	52	61	This one-on-one robot beat 'em up is miles better than its fore-runner, Heavy Nova, but it's still no Streetfighter II. The action is fast and the moves are manifold, but there's not enough variety in combatants to keep you entertained for long.
BLOCK OUT	ELECTRONIC ARTS	£34.99	78	70	30	90	91	91	This sort of 3D Tetris is surely the finest Megadrive puzzle game available. Packed with tons of options (including a simultaneous two-player mode) and featuring highly addictive gameplay, this is a must for your collection.
BONANZA BROS	SEGA	£34.99	82	88	84	79	55	69	Like Alien Storm, this is another superb conversion which is let down by the fact that it's just too easy. The two-player action is fun, but at the end of the day what you need is a challenge, and unless you're a games novice, this simply fails to deliver.
BUCK ROGERS-COUNTDOWN TO DOOMSDAY	ELECTRONIC ARTS	£49.99	88	76	58	89	90	90	As RPG's go, this is one of the best on the Megadrive. Based around the TSR board game, it's set in the 25th century and casts you as the leader of a platoon of six rookie soldiers who are out to stop the evil RAM organisation from taking over Earth. Absorbing gameplay, and a must for RPG fans.
BULLS VS LAKERS	ELECTRONIC ARTS	£39.99	95	85	83	75	83	80	Probably the best of EA's basketball simulations, featuring all the big name American teams, fast and realistic on-court action and the named players have all their real-life special moves. Good stuff.
CALIFORNIA GAMES	SEGA	£39.99	80	88	70	83	79	80	Head off to the sun-soaked Californian coast to partake in five events such as surfing, skateboarding and roller skating. Totally excellent fun.



GAME NAME	BY...	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	MTech RATING	
CAPTAIN AMERICA & THE AVENGERS	DATA EAST	IMPORT	82	46	54	65	39	57	Screw your eyes up and you can just about see that the murky sprites are supposed to be Marvel characters. Not only are the graphics bad, the scrolling fighting action is way too easy, so it'll all be over in an hour.
CHAMPIONSHIP PRO-AM	TRADEWEST	IMPORT	51	76	69	84	71	78	A straight translation of an aging NES race game which was good in its day but looks rather basic these days. It's still quite good fun, but after a while the unsophisticated action does grow dull.
CHIKI-CHIKI BOYS	CAPCOM	IMPORT	84	89	89	86	84	86	The Megadrive conversion of the Mega Twins coin-op suffers from the lack of the original's two player mode, but otherwise it's an enjoyable platform adventure with pleasant graphics and sound.
COLUMNS	SEGA	£39.99	76	69	93	88	87	88	Sega's answer to Tetris, the aim of this rather cerebral game is to match groups of three differently-coloured jewels as they fall down the screen. The sound is excellent, and there's a huge variety of options, including arcade-style time trials, three different difficulty settings, nine different starting levels and a two-player head-to-head mode which adds to the game's lasting appeal.
CORPORATION	VIRGIN	£39.99	80	76	84	76	91	87	Corporation is an absolutely huge 3D strategy game. As a secret agent, your job is to penetrate the HQ of a massive corporation and bring back evidence of illegal activities. It's very different, and very absorbing. Worth checking out if you're after a more cerebral type of game.
CYBERBALL	SEGA	£34.99	79	79	82	81	72	76	A decent conversion of the multi-player coin-op American football game which features robots instead of humans. Cyberball features pretty neat graphics but has been overshadowed by the likes of John Madden '92, which are offers superior gridiron gameplay. If you're an American Football fan, try this out - but not until you've seen these others.
DAVE ROBINSON'S BASKETBALL	SEGA	£39.99	81	86	77	85	80	83	This game beats Lakers vs Celtics by a narrow squeak to become the best basketball game on the Megadrive. The pitch is viewed at a 45° angle, and flips over when the ball carrier crosses the halfway line. This means he goes from running down to up. This causes some confusion to begin with, but this is still an excellent game.
DECAPATTACK	SEGA	£34.99	74	80	70	83	81	82	A fun-filled platform game which is basically identical to the old import game, Magical Flying Hat Turbo Adventure, except it has different sprites. Platform fans will love it - if you're one, check it out.
DESERT STRIKE	ELECTRONIC ARTS	£39.99	92	91	85	95	93	93	Put on your flight gear, and get your bird whirlin', in this novel shoot 'em up. You have to pilot your AH-64 attack helicopter against the forces of a middle-east country. Loads of action and plenty of missions. Essential.
DICK TRACY	SEGA	£34.99	83	80	78	82	81	80	A sort of Shinobi-style game with machine guns, Dick Tracy is a challenging and addictive action game which should appeal to fans of the movie and gamesplayers alike.
DJ BOY	SEGA	£34.99	78	75	70	60	59	59	A beat 'em up on roller skates which looks quite novel to start with but soon grows tedious. It's very easy to complete as well so you'd best give it a miss.
DOUBLE DRAGON	ACCOLADE	£29.99	65	75	67	50	30	53	Despite being superior to Double Dragon 2 (which was released before it) DD is a very poor game. Most people should be capable of completing this within half an hour of first playing it. It may look like the coin-op, but it plays nothing like it.
DRAGON'S FURY	TENGEN	£39.99	90	92	90	93	91	91	A stunning-looking pinball simulation which is packed full of features. The ball movement is completely realistic, and the general game "feel" makes it the best pinball game yet seen - a must-buy for silverball fans.
DYNAMITE DUKE	SEGA	£34.99	83	82	74	84	61	73	One of the few Operation Wolf-style games available for the Megadrive, this provides plenty of blasting fun and frolics, but is ultimately let down by the lack of challenge. Once again, only novices really need apply.
EA HOCKEY 2	ELECTRONIC ARTS	£39.99	88	85	86	89	88	87	EA's original ice hockey simulation is still pretty hot stuff, but of course, now that they've released the tougher and slightly spruced up sequel, NHLPA Hockey, you're best off going for that instead.
ECCO	SEGA	£39.99	97	96	90	94	93	94	A very unusual game in which you play a dolphin on an underwater mission to find its friends. Graphics are absolutely spectacular and the puzzle action, though not fast and furious, is most engrossing.
ESWAT	SEGA	£34.99	86	87	82	87	82	85	A smart conversion of the Sega coin-op (without the two player mode, unfortunately) which casts the player as a cyber-suited cop of tomorrow roaming a city full of high tech bad guys.
EX-MUTANTS	SEGA	£39.99	92	80	72	89	92	89	Based on the Malibu comics, this is an action-packed platform game in which you control a heavily armed hero or heroine on a mutant-mashing mission. Graphics aren't superb, but it's great fun.
F22 INTERCEPTOR	ELECTRONIC ARTS	£39.99	94	80	76	89	90	90	EA's first flight sim is impressive with fast 3D graphics, and stacks of combat missions to fly. Sometimes seems a little unrealistic, but if you fancy a change from mindless shoot 'em ups, check this out.
FANTASIA	SEGA	£39.99	72	93	44	52	47	49	This sequel to Mickey Mouse was keenly anticipated, but turned out to be a massive disappointment. The graphics are excellent, but sadly naff sound and poorly designed, bland and frustrating gameplay result in a game that has very little appeal - even to the biggest Mickey fans.





MEGA

GAME NAME	BY ---	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	MTECH RATING	
FATAL REWIND	ELECTRONIC ARTS	£34.99	72	84	81	84	82	80	A very fast and furious platform blast where memorising the level layout is the key to success. Its high difficulty level makes it frustrating, but if you're after a challenge, this is where to be.
FIGHTING MASTERS	TRECO	IMPORT	79	85	79	88	78	84	As a one player game Fighting Masters falls flat on its face. The two-player mode is a different kettle of fish. You can pound your opponent with one of twelve intergalactic wrestlers with a variety moves unique to the individual characters. The best on-on-one Megadrive beat 'em up.
FORGOTTEN WORLDS	SEGA	£39.99	82	79	86	79	80	82	Forgotten Worlds is a good looking one- or two-player blast, with plenty of action on offer. Like other Megadrive games, it's easy to finish on the easy level, but offers plenty of challenge on difficult. Check it out if you're into destruction.
GAIARES	RENOUATION	£39.99	81	88	75	80	85	84	An excellent-looking game, Gaiares is one of the toughest shoot 'em ups available on the Megadrive and is highly recommended to blasting fans who are hankering after a challenge.
GHOSTBUSTERS	SEGA	£39.99	84	85	83	84	81	82	Featuring humorous cartoon-style graphics - some of the end-of-level ghosts are truly superb - and some excellent tunes, Ghostbusters is a platform game which will keep you amused for some time. If you ain't afraid of no ghosts, try this one out.
GHOULS 'N' GHOSTS	SEGA	£39.99	88	92	93	93	92	93	Ghouls 'n' Ghosts is a stunning conversion on the classic coin-op, combining stunning graphics and sound with very challenging gameplay. It's a truly superb game, and is a must for your Megadrive software library.
GODS	MINDSCAPE	IMPORT	80	91	88	89	88	89	Solve puzzles and beat off mythical monsters in this great platform shoot 'em up. Sega Europe didn't like it enough to release it officially, but it's worth chasing an import copy.
GOLDEN AXE II	SEGA	£34.99	79	80	67	72	67	67	Sega couldn't improve on the original with their sequel, in fact they produced a game which wasn't a patch on the first. Golden Axe 2 lacks playability, and a long term challenge. If you haven't already, get hold of the first game, it's much better than this.
GREEN DOG	SEGA	£39.99	77	84	86	62	52	56	Trek across six Carribean islands in the hunt for a wasted surfer's surfing powers. A rather action-unpacked platform game which looks great but is dull to play.
GREY LANCER	MASAYA	IMPORT	89	80	70	80	60	72	A slick-looking space shoot 'em up from the creators of Gynoug. Though it's well programmed, Grey Lancer's content is unoriginal and it borrows from just about every other shoot 'em up in the cosmos.
GYNOUG	SEGA	£39.99	89	96	86	89	94	92	Gynoug stands head and shoulders above most Megadrive shoot 'em ups. It's playable, challenging and the graphics are stunning, with some fantastic bosses. A game no self-respecting Megadrive owner should be without.
HELLFIRE	SEGA	£34.99	60	85	81	93	89	93	Featuring novel four-way selectable firepower and power-up weapons, this is a slick and very good looking blaster which oozes playability. There are plenty of surprises, especially on the final level. If you're a shoot 'em up fan looking for a challenge, check this out.
HOME ALONE	SEGA	£39.99	70	71	64	73	59	70	Guide the Macaulay Culkin sprite around the neighbourhood, foiling the plans of a pair of burglars by setting traps and attacking them with home-made weapons. Fun for a while, but too easy to appeal to any but a young player.
ISHIDO	ACCOLADE	£35.99	76	65	76	74	81	80	Ishido is an overly-colourful puzzle game which is played with 76 tiles on a 96 squares big board. The object is stick all the tiles on the board by placing them next to tiles with a matching shape or colour. Fun for a while, but very difficult.
JAMES POND	ELECTRONIC ARTS	£39.99	44	80	66	77	72	78	A cute and entertaining twelve-level aquatic platform game which provides plenty of fun. There are lots of hidden levels, and ardent platform addicts will definitely enjoy the action. It's since been over shadowed by its sequel, Robocod, which has many more levels.
JOE MONTANA 3	SEGA	£39.99	88	86	93	82	72	78	Sega combined all the best features of the first two Joe Montana games to produce an American Football game which still isn't quite as playable as John Madden '92. The spoken commentary is as spectacular as ever, though.
JOHN MADDEN FOOTBALL '92	ELECTRONIC ARTS	£39.99	90	95	93	89	96	95	This is the best American footy game anywhere on any machine. The graphics are excellent and, more importantly, the control system is easy to understand and use. No megadrive owner should be without a copy of this.
JOHN MADDEN FOOTBALL '93	ELECTRONIC ARTS	£39.99	87	90	87	92	93	91	This has a few extras over JM92 (classic teams, speech, battery save, a few extra moves). It's also slightly slower and tougher, but it's not much of an advancement. That said, it's an excellent game, but don't buy it if you've got '92.
KID CHAMELEON	SEGA	£34.99	60	65	78	77	60	64	Kid C is a platform game with a novel twist, the hero can change his form by collecting hats. This power lets him masquerade as a samurai, a tank, a psycho and a host of other characters. What lets it down is the lack of challenge which persists throughout the game, bar one level.
KLAX	TENGEN	£34.99	90	74	85	84	82	85	A good derivation of the Tetris puzzle theme, this sets you the task of dropping coloured tiles in a bin to make lines of the same colour. Fast, furious and fun, this is a good conversion of the coin-op which is a must for puzzle fans.



GAME NAME	BY	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	NTech RATING	
LEMMINGS	SEGA	£39.99	91	89	85	89	93	92	All the features of every other version of this classic puzzle game have been included in the Megadrive game, including the music, all the levels and the two player mode. Hours of fun for all the family!
THE LITTLE MERMAID	SEGA	£34.99	85	88	87	66	40	57	Save the merpeople in this lovely-looking Disney arcade adventure. TLM is aimed squarely at junior players and the consequent low difficulty level makes it unsuitable for more experienced players.
LOTUS TURBO CHALLENGE	ELECTRONIC ARTS	£39.99	89	80	70	87	89	85	Drive an Elan or an Esprit around tortuous courses, dodging obstacles and other cars and trying to cope with various forms of bad weather. An excellent race game with a particularly good two player mode.
MARBLE MADNESS	ELECTRONIC ARTS	£29.99	73	80	78	86	55	73	An extremely accurate conversion on the ancient Atari coin-op. It has all the original's features, including a mere six levels. If you're a fan of the coin-op you'll liked this, otherwise there isn't enough here to warrant buying.
MEGA-LO-MANIA	VIRGIN	£39.99	92	90	92	86	95	92	Take control of an island's population, help them invent weapons and take them into battle in this excellent god simulation. The none-too-serious presentation make this a more accessible and enjoyable game than EA's Powermonger
MERCs	SEGA	£39.99	89	85	84	91	80	90	This as good a conversion of the coin-op as fans could hope for. You also get two versions of the game on the one cartridge - an action game and original mode, where you recruit other Mercs to help your cause. An essential for shoot 'em up fans.
MICKEY MOUSE IN THE CASTLE OF ILLUSION	SEGA	£39.99	88	90	79	90	76	87	Although the first Mickey game has been superseded by World of Illusion it's still an excellent platform game with great graphics which is perfect for younger players.
MIDNIGHT RESISTANCE	SEGA	£39.99	80	85	90	88	78	85	A very faithful coin-op conversion which packs all the looks, sounds and levels of the original machine. On the lowest setting the challenge is lacking, but stick it on hard and you should have a great time!
NIGHT AND MAGIC 2	ELECTRONIC ARTS	£39.99	85	77	50	79	85	79	An decent menu/text-driven RPG which should keep purists scratching their craniums for months. Non-RPG fans will find the lengthy combat system heavy going, though.
MIKE DITKA'S POWER FOOTBALL	ACCOLADE	£39.99	69	74	80	76	69	70	A cross between Joe Montana Football and John Madden's Football, but not as good as either. Check this out only if you're desperate for something different.
MOONWALKER	SEGA	£34.99	84	79	88	80	71	80	With its excellent graphics, thumping soundtrack (which includes such hits as Beat It, Billie Jean and Bad) and sampled speech this is a simple, but enjoyable collect 'em up.
NEW ZEALAND STORY	SEGA	£34.99	85	84	83	88	85	85	New Zealand Story might look as cute as a litter of kittens, but it's tough and challenging, with different screens from the arcade version to make life difficult even for coin-op experts. Highly recommended.
NHLPA HOCKEY	EA	£39.99	88	85	86	90	88	89	This update of EA Hockey is nearly identical to the original. The subtle extras do add more realism but only real ice hockey fans will notice them. Worth buying only if you don't have EA Hockey.
NOBUNAGA & HIS NINJA FORCE	COMPILE	IMPORT	78	94	93	87	92	92	Excellent, tough megaweapons shoot 'em up on CD from the creators of MUSHA Alesse. Great graphics (Not much in the way of Mega-CD effects, though) and the music is superb. One for real blast fans.
PACMANIA	TENGEN	£34.99	82	82	73	80	60	70	This is a perfect conversion of the coin-op, unfortunately it's very boring, and you have to be an appalling games-player not to be able to go all the way round on your first go. Not an essential purchase by any means.
PGA TOUR GOLF 2	ELECTRONIC ARTS	£39.99	92	93	91	94	96	94	The first game was terrific but this is better. An amazingly playable golf simulation, this features seven real courses, multi-player tournaments, battery game-save and is just great fun, even if you don't care much for the sport.
PHANTASY STAR III	SEGA	£49.99	89	84	77	85	92	89	Another enormous role-playing game, but this one has far more depth and variety than its predecessor. The combat-by-rounds might be a bit off-putting for beginners but experienced players should enjoy it.
PITFIGHTER	TENGEN	£39.99	90	78	70	76	80	80	Though the digitised graphics in this conversion occasionally look a bit ropey, and the animation sometimes has strange effects, Pit Fighter is a surprisingly enjoyable beat 'em up, especially in two player mode.
POWERMONGER	EA	£39.99	70	79	78	70	85	81	Pseudo-sequel to Populous casts you as a general out to conquer an entire archipelago of islands. A well presented strategy game, but all the options make it more difficult to get into than Mega Lo Mania, and after a few conquests it does grow a bit tedious.
PREDATOR 2	ARENA	IMPORT	80	65	79	85	54	62	A game with lots of potential for violent shoot 'em up action, but which is marred by naff graphics and a lack of challenge. Even beginners should be able to finish this in less than a day.





MEGA-CD

GAME NAME	BY	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	MTECH RATING	
PRINCE OF PERSIA	VICTOR CORP	IMPORT	85	89	90	80	90	90	This doesn't make much use of the Mega-CD's facilities, but it's still one of the best Mega-CD titles. Great music and graphics, fiendish platform puzzles and a twelve level of swash-budding make this compulsive playing.
QUACKSHOT	SEGA	£39.99	80	92	89	83	80	82	Donald Duck is the star of Sega's third Disney game, and a good effort it is too. Donald has to set off in search of the lost treasure of King Garuzia, aided by a host of Disney stars. The graphics are excellent, but the infinite continues make the game easy to complete.
RAMPART	TENGEN	IMPORT	75	85	83	90	93	90	A conversion of the culty Atari coin-op which blends Tetris, Qix and Missile Command in a medieval setting. Use your cannons to wipe out your opponents' castles and ships then rebuild your battered castle. Unusual and great fun, especially with two players.
REVENGE OF SHINOBI	SEGA	£34.99	85	92	93	95	91	94	This is a slick, superb looking, great sounding and incredibly playable platform game in which you guide hero Shinobi on a solo infiltration deep into enemy territory. The game is huge, spread over 20 different and very long sub-levels. If you're a platform game fan, this is an essential purchase.
RISKY WOODS	ELECTRONIC ARTS	£39.99	80	88	78	86	89	84	A fantasy platform game in which you guide a knight across possessed landscapes trying to rescue wise monks from nasty monsters. The action is nothing new, but the graphics are good and it's quite entertaining.
ROAD RASH	ELECTRONIC ARTS	£39.99	89	92	92	94	88	92	Take your high-powered bike into the Road Rash tournaments, a series of races where the objective is to travel the Super Hang-On-style roadways indulging in violent acts with other "Rashers". Lots of races, lots of bikes to ride, and plenty of thrills 'n' spills make Road Rash the best racer on the Megadrive!
ROAD RASH 2	ELECTRONIC ARTS	£39.99	88	89	69	88	83	88	As with most of EA's sequels, Road Rash 2 is more of the same. This time you get an additional weapon, the heavy chain, and there's a split-screen two player mode, which, surprisingly, doesn't add that much to the game.
ROLO TO THE RESCUE	ELECTRONIC ARTS	£34.99	70	90	79	93	88	89	Wonderfully cute platform puzzle game in which Rolo the cuddly elephant has to rescue his furry buddies from the evil circus proprietor. Loads of enjoyable levels, but it could do with a game save as it takes a long time to get through the whole adventure.
SHINOBI III	SEGA	£39.99	86	85	87	91	86	88	A great sequel to Revenge of Shinobi with much improved graphics, and more levels. The gameplay isn't vastly different from the first game but it's just as much fun to play. Well worth buying.
ROLLING THUNDER II	SEGA	£39.99	90	89	88	86	86	88	An excellent conversion of the arcade smash-hit. There's loads of levels, the graphics are tops and the sound effects are ace.
SIDE POCKET	DATA EAST	IMPORT	82	85	70	85	83	83	A video game translation of American Pool which features single and two player modes, a nine ball game, a pocket game and a trick shot game. Good fun.
SOL FEARCE	WOLF-TEAM	IMPORT	85	75	76	84	74	80	Sol-Fearce, apart from being Wolf-Team's first Mega-CD game, is also a very decent shoot 'em up. Although it doesn't put the hardware to much use, the game itself is very playable. Worth checking out.
SONIC THE HEDGEHOG	SEGA	£39.99	85	93	81	93	93	83	Sega's hyped-beyond-belief character stars in a game heavily inspired by Nintendo's Mario platform game series. It's very addictive with brilliant graphics and speed. However, the gameplay is frustrating at times and experienced gamers should have this one licked within days.
SONIC THE HEDGEHOG 2	SEGA	£39.99	94	98	85	94	90	95	Sonic returns, accompanied by a two-tailed fox cub, in one of the best Megadrive games yet! Loads of levels, superb graphics, an excellent two player mode and challenging gameplay put this game head and shoulders over the first game.
SMASH TV	ACCLAIM	£39.99	74	80	81	78	72	70	Fair conversion of the destruction-packed Williams coin-op. Graphics and sound are okay, and the gameplay would be fine, were it not for the rather annoying control method which leads to many an unfair death.
SPIDERMAN	SEGA	£39.99	88	84	86	92	90	91	Marvel's web-slinging hero hits the Megadrive in style, with excellent comic-like backdrops and sprites with great gameplay. With plenty to see and do, Spider-Man should appeal to anyone after an excellent, challenging platform game.
STAR CONTROL	ACCOLADE	£39.99	86	68	90	93	90	90	Two space empires battle it out for supremacy in this awesome rendition of the arcade classic, Space Wars (albeit with extra strategy bits thrown in). A bit dull in one-player mode, but the highly entertaining two-player version more than makes up for it.
STREETS OF RAGE 2	SEGA	£44.99	91	95	98	95	92	95	The ultimate Megadrive beat 'em up. One or two players can take part in this urban gang war which features more moves, spectacular, big graphics and astonishing rave sounds. A worthy follow-up to the excellent Streets of Rage.
SUPER HIGH IMPACT FOOTBALL	ARENA	IMPORT	93	87	89	85	45	62	A conversion of a rather zany American Football coin-op, in which the emphasis is on the game's violent aspects rather than on the strategies and tactics. This results in a game which is fun for a while, but is ultimately rather shallow and tedious.
SUPER OFF-ROAD	BALLISTIC	£24.99	82	79	84	88	78	83	This is a great conversion of an old Leland coin-op. Four trucks (two of which can be driven by human players) have to race around sixteen dirt tracks, collecting winnings and spending them on custom parts. The two-player game is a good laugh, but it dubs slightly in one player mode.



GAME NAME	BY...	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	M'TECH RATING	
SUPER VOLLEYBALL	VIDEO SYSTEMS CO.	IMPORT	77	80	55	69	50	61	Although it looks good, the rather fiddly and irritating control method means that only the most ardent of volleyball fans will be willing to persevere with this.
SWORD OF VERMILION	SEGA	£49.99	85	79	94	85	90	87	A sizeable RPG with a gripping plot and excellent graphics. Even better (for non-RPG veterans) the combat is played in an arcade style which is much easier to get to grips with than the combat by rounds used in the Fantasy Star games.
TALE SPIN	SEGA	£39.99	72	79	82	74	57	63	Lots of irritating little glitches, iffy graphics and dull and frustrating gameplay make this one of the weakest Megadrive Disney games.
TAZ MANIA	SEGA	£39.99	70	90	89	89	75	82	Taz Mania has stunning graphics, great sound but falls just short of becoming a classic by being too easy to complete. Taz is beautifully animated, to the point of being cartoon quality, as he leaps from platform to platform. A perfect game for younger players, and a fun jaunt for everyone else.
THE TERMINATOR	VIRGIN	£39.99	84	85	90	73	50	60	The Terminator starts off with a fantastic intro, and a visually stunning first level, but from there the next three levels decrease in quality. What kills the game is that it's so easy to complete. Most seasoned games players will finish this within an hour of getting it home. A sad end to a potentially great licence.
TERMINATOR 2	ACCLAIM	£39.99	77	85	92	86	84	86	A good conversion of the popular Operation Wolf-style arcade shoot 'em up. Great graphics, sound and a two-player mode make this good fun, and if you own a Menacer light gun you can plug that in to make it even more like the real thing.
THUNDERFORCE 3	SEGA	£39.99	82	88	86	91	86	89	The Thunderforce fighter is back in a six-level graphical tour de force. The graphics are truly marvellous, with parallax-scrolling backdrops and some great sprites. The sound isn't bad, either. Put those together with the great gameplay and you've got a superb shoot 'em up which is highly recommended.
THUNDERFORCE IV	SEGA	£39.99	90	96	91	94	94	94	Probably the most spectacular scrolling shoot 'em up on the Megadrive with a vast number of levels, loads of extra weapons and hours of challenging gameplay. Currently it's only available for Japanese SCART Megadrives, but an official version is coming.
THUNDERSTORM FX	WOLF TEAM	IMPORT	93	94	97	91	85	87	A conversion of an old Data East laser disc game, this is one of the most impressive Mega-CD titles yet. Pilot your helicopter through ten cartoon levels, shooting down enemies and dodging buildings and missiles. Amazing sound and graphics.
TOE JAM AND EARL	SEGA	£39.99	87	80	89	85	90	82	A completely bizarre one or simultaneous two-player arcade adventure that's absolutely jam-packed with humorous touches - both visual and aural. The game is very laid back, and the emphasis is on exploration rather than rushing about. Thoroughly enjoyable, thoroughly weird and thoroughly worth checking out.
TURRICAN	ACCOLADE	£39.99	65	71	72	77	72	73	A quite enjoyable platform/shooting game which has one flaw - it starts out fairly tricky, but gets easier the further you go!
TWINKLE TALE	WAS	IMPORT	83	91	90	89	86	88	Great graphics and enjoyable blasting gameplay make this an appealing and unusual shoot 'em up. Guide a mini-witch past all sorts of supernatural terrors with only a few magic spells at her disposal.
TWO CRUDE DUDES	SEGA	£34.99	88	94	76	88	85	87	This is a conversion of the Crude Busters coin-op, and it stays faithful to the original. The graphics are fab and there are many neat touches. It's too easy to complete though, so this will appeal to fans more than anyone else.
UNIVERSAL SOLDIER	BALLISTIC	£34.99	70	60	79	79	59	60	This was going to be Turrican 2 until Ballistic got the Universal Soldier licence, and it shows. Much like Turrican it's a mega-weapons platform shoot 'em up, but unlike Turrican it's very easy to complete. Graphics are occasionally very dull and the links with the film are most tenuous.
WANI WANI WORLD	KANEKO	IMPORT	65	77	80	87	70	80	With its colourful graphics and two-player mode, Wani Wani World is instantly playable. It's based around the age-old coin-op Space Panic, with the object being to smash holes in platforms, lure creatures into them and then push them through. A lack of lasting appeal is Wani's only drawback.
WARSONG	TRECO	IMPORT	84	64	75	77	88	85	Being a swords and sorcery wargame, Warsong can be counted unique on the Megadrive. The object is to command your armies through 20 scenarios as you attempt to free your kingdom. Providing you don't mind placing thought over reflexes you'll enjoy this.
WONDERDOG	VICTOR CORP	IMPORT	89	95	91	88	79	82	A pleasant, Chuck Rock-style platform game on CD only. Wonderdog has to get through loads of levels full of monsters and hostile canines to reach his home planet. Great graphics, but a bit too easy for most players.
WORLD OF ILLUSION	SEGA	£39.99	92	96	90	96	90	94	Mickey Mouse and Donald Duck star in this marvellous one or two player platform game which is definitely the best Disney licence to date. Super graphics, music and gameplay make this an especially good game for youngsters.
WWF WRESTLEMANIA	ACCLAIM	£39.99	65	86	59	86	79	84	All you WWF fans can take control of your favourite fat blokes in this fine game of fighting. Smart graphics, lots of different moves, tag matches and even a WWF championship and survivor series make this the best wrestling game on Megadrive.
ZANY GOLF	ELECTRONIC ARTS	£39.99	79	85	80	85	65	72	A very smart looking attempt at a crazy golf game, with nine levels of wonderfully bizarre obstacles. Alas, nine levels don't last an awfully long time, so the fun wanes all too quickly.



POWERMONGER



ROAD RASH 2



ROLO TO THE RESCUE



T2

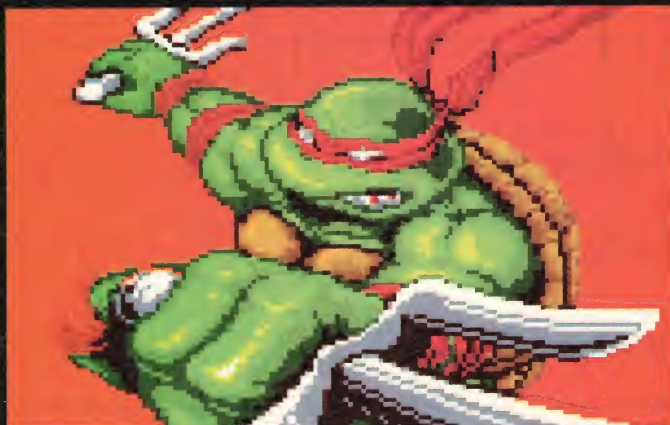


WONDERDOG



NEXT MONTH

It's time for the
COWABUNGA COMEBACK



Yes, those lovable Heroes in a Half-Shell™ are back! Read the preview on page 14 and you'll see that Konami's auspicious debut into the Megadrive games scene is looking mighty fine and we'll be giving you the full and exclusive MegaTech review of **TEENAGE MUTANT HERO TURTLES – THE HYPERSTONE HEIST** in the very next issue!

Now what the other succulent treats have we got in store for you next month then, eh? Here goes... EA's **MUTANT LEAGUE FOOTBALL** should be ready for review, so we'll be giving you the full lowdown on that... We'll be pulling on our Ten Gallon hats and spurs to try out Konami's Wild West shoot 'em up **SUNSET RIDERS**... We'll all be hopping onto the MegaTech BMX bike to give **PAPERBOY 2** a test ride... And we'll be taking a jaunt in the Starship MegaTech to track down **FLASHBACK**, US Gold's scalding hot sci-fi platform/adventure...

What? There's more? Oh yes, we forgot the regular stuff – all the up-to-the-minute news, tips and previews... and a few juicy competitions to boot...

MEGATECH 16
RELEASED MARCH 20
£1.95 – BUY IT!

You get friendly service, honest advice & a wide choice of goods at an unbeatable price!

GAME GEARS



GAME GEAR WITH COLUMNS

FREE MEMBERSHIP
FREE MAINS ADAPTOR
FREE CARRY CASE **99.99**

GAME GEAR SONIC 1 BUMPER PACK

WITH SONIC THE HEDGEHOG
AND MAINS ADAPTOR

FREE MEMBERSHIP
COLUMNS GAME
SUPER MONACO
GRAND PRIX GAME

129.99

UP TO £6 OFF RRP ON
GAME GEAR GAMES

ALIEN 3	23.49
ALIEN SYNDROME	20.99
ARIEL - THE LITTLE MERMAID	23.49
BATMAN RETURNS	23.49
CHAKAN	25.49
CHUCK ROCK	20.99
COLONIAL WARRIORS	17.99
DEFENDERS OF OASIS	28.99
DEVILISH	25.49
DONALD DUCK	25.49

EVANDER HOLLYFIELD BOXING	25.49
G-LOC	20.99
GEORGE FOREMAN BOXING	23.49
INDIANA JONES 3	23.49
JOE MONTANA (U.S.) FOOTBALL	20.99
KRUSTY'S FUN HOUSE	23.49
LEADER BOARD	20.99
LEMMINGS	20.99
MICKEY MOUSE	20.99
NINJA GAIDEN	20.99
OUTRUN EUROPA	23.49
PENGO	17.99
PREDATOR 2	23.49
PRINCE OF PERSIA	23.49
PSYCHIC WORLD	17.99
SENNA SUPER MONACO	23.49



GAME GEAR SONIC 2 PACK

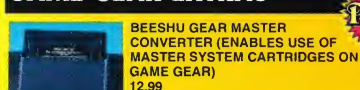
WITH COLUMNS GAME AND
SONIC 2 GAME

FREE MEMBERSHIP
MAINS ADAPTOR

117.99

SHINOBI 2	23.49
SIMPSONS	20.99
SMASH TV	23.49
SONIC THE HEDGEHOG	25.49
SONIC 2	23.49
SPIDERMAN 2	25.49
STREETS OF RAGE	20.99
SUPER KICK OFF	25.49
SUPER MONACO GP	19.99
SUPER OFF ROAD RACER	23.49
SUPER SPACE INVADERS	23.49
TAZMANIA	23.49
TERMINATOR	23.49
TOM AND JERRY	25.49
WIMBLEDON TENNIS	23.49
WONDERBOY - DRAGONS TRAP	25.49

GAME GEAR EXTRAS



BEESHU GEAR MASTER
CONVERTER (ENABLES USE OF
MASTER SYSTEM CARTRIDGES ON
GAME GEAR) 12.99

SEGA MASTER GEAR CONVERTER
(ENABLES USE OF MASTER SYSTEM
GAMES ON GAME GEAR) 14.99

BLACK CARRY BAG FOR GAME
GEAR WITH GAME AND
ACCESSORY COMPARTMENTS
9.99

CARRYBAG
FOR GAME
GEAR 10.99

SEGA BATTERY PACK FOR GAME
GEAR (RECHARGEABLE FROM
MAINS ADAPTOR) 29.99



SEGA
SUPER
WIDE GEAR MAGNIFIER FOR
GAME GEAR (ALSO ACTS
AS SUN VISOR) 14.99

STEREO EARPHONES FOR USE
WITH GAMEBOY, GAME GEAR OR
LYNX (ALSO FOR USE WITH
PERSONAL STEREO) ... 3.99

STORAGE RACK FOR
CARTRIDGES (STACKABLE) 9.99

GAME GEAR PROTECTOR CARRY CASE 11.99

SEGA GEAR TO GEAR CABLE
(LINKS TWO GAME GEARS) 6.99



SEGA TV ADAPTOR
(TURNS GAME GEAR INTO
HANDHELD TV) 54.99

SEGA CAR ADAPTOR FOR GAME GEAR
(PLUGS INTO CIGAR LIGHTER FOR POWER) 13.99

MAINS ADAPTOR FOR GAME GEAR 7.99

SONIC THE HEDGEHOG
CUDDLY TOY 12.99

For a
FREE
8 page colour
catalogue call
0279 600204

MEGADRIVES

£10 OFF A GAME OFFER*



UP TO £20 OFF RRP ON
MEGADRIVE GAMES

ALEX KIDD IN ENCHANTED CASTLE	17.99
ALIEN 3	23.49
AQUATICS WITH JAMES POND	28.49
ARIEL - THE LITTLE MERMAID	28.49
ATOMIC RUNNER	28.49
BATMAN RETURNS	31.49
BURBY BOBCAT	29.99
BULLS VS LAKERS	31.49
CAPTAIN PLANET	28.49
CHAKAN	31.49
CHIKI CHIKI BOYS	31.49
CHUCK ROCK	31.49
CORPORATION	31.49
CRUE BALL	31.49
D. ROBINSON BASKETBALL	31.49
DESERT STRIKE	31.49
DONALD DUCK - QUACKSHOT	31.49
DRAGON'S FURY	31.49
ECCO (DOLPHIN)	31.49

MEGADRIVE SONIC PACK

WITH 2 SEGA JOYPADS AND SONIC

FREE MEMBERSHIP
£10 OFF ANY
MEGADRIVE GAME*

129.99

MEGADRIVE SONIC BUMPER PACK

WITH CONTROLLER, SONIC THE HEDGEHOG, SONIC 2

FREE MEMBERSHIP
EXTRA TURBO 2
JOYPAD OR
£10 OFF ANY
MEGADRIVE GAME*

149.99

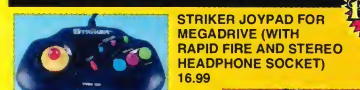
£10 OFF A GAME OFFER*

You can buy one
Megadrive game at £10 off
our catalogue price when
you buy a Sega Megadrive.
Please order the game at
the same time as the
Megadrive.

You can choose an extra
Turbo 2 Joypad instead if
you're ordering the Sonic
Bumper Pack.

EVANDER HOLLYFIELD BOXING	31.49	NBA '93 BASKETBALL	31.99	STRIDER 2	31.99
EX MUTANTS	28.49	NHL ICE HOCKEY '93	31.49	SUPER FANTASY ZONE	31.99
F22 INTERCEPTOR	31.49	OLYMPIC GOLD	31.49	SUPER HANG ON	17.99
FLASHBACK	31.99	OUTRUN 2019	31.99	SUPER KICK OFF	31.99
GHOULS N GHOSTS	23.99	PGA GOLF 2	31.99	SUPER MONACO GRAND PRIX	20.99
GLOBAL GLADIATORS (MC KIDS)	31.99	PGA GOLF TOUR	31.49	SUPER OFF ROAD RACER	22.99
GOLDEN AXE 2	31.49	PITFIGHTER	31.49	SUPER SHINOBI 3	31.99
HARDBALL 3	29.99	POWERMONGER	31.99	SUPERMAN	31.99
HOME ALONE	28.49	PREDATOR 2	28.49	SWORD OF VERMILION	29.99
INDIANA JONES 3	31.49	REVENGE OF SHINOBI	28.49	SYLVESTER AND TWEEETY	31.99
JACK NICKLAUS POWER CHALLENGE GOLF	31.49	ROAD RASH	31.49	TALESPIR	28.49
JAMES BOND - 007	31.49	ROBOCOP (JAMES POND 2)	31.49	TAZMANIA	31.49
JOE MONTANA'S (SPORTSTALK)	31.49	ROLO TO THE RESCUE	31.99	TERMINATOR	31.49
U.S. FOOTBALL 3	31.49	SENNA SUPER MONACO	31.49	TERMINATOR 2 (MEGADRIVE LIGHT GUN GAME)	31.49
JOHN MADDEN '93	31.49	SIDE POCKET	28.49	TESTDRIVE 2	22.99
KRUSTY'S FUN HOUSE	31.49	SMASH TV	28.49	THUNDERFORCE 4	31.49
LEMMINGS	31.49	SONIC 2	31.49	TOE JAM AND EARL	20.99
LYNX ATTACK CHOPPER	31.49	SPACE HARRIER 2	17.99	TWO CRUDE DODGERS	28.49
LOTUS TURBO CHALLENGE	31.49	SPEEDBALL 2	28.49	UNIVERSAL SOLDIER	25.99
MEGA-LO-MANIA	31.99	SPATTERHOUSE 2	31.49	WINTER GAMES	22.99
MICKEY AND DONALD	31.49	STREETS OF RAGE	28.49	WORLD CLASS LEADERBOARD	31.49
MICKEY MOUSE	31.49	STREETS OF RAGE 2	35.99	WORLD CUP ITALIA 90	17.99
MUTANT FOOTBALL	31.99	STRIDER	25.99	WWF WRESTLEMANIA	30.49

MEGADRIVE EXTRAS



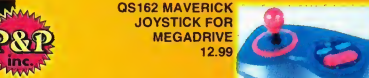
STRIKER JOYPAD FOR
MEGADRIVE (WITH
RAPID FIRE AND STEREO
HEADPHONE SOCKET)
16.99

TURBO 2 RAPID FIRE JOYPAD
FOR MEGADRIVE 12.99

TURBO TOUCH 360 TOUCH
SENSITIVE JOYPAD FOR
MEGADRIVE (WITH
AUTOFIRE) 16.99

SEGA ARCADE POWER STICK
FOR MEGADRIVE 34.99

QUICKJOY SG
PROPAP FOR
MEGADRIVE (WITH
SLOW MOTION AND
TWO SPEED
AUTOFIRE) 13.99



Q162 MAVERICK
JOYSTICK FOR
MEGADRIVE 12.99

SEGA MENACER LIGHT
GUN FOR MEGADRIVE
WITH SIX GAMES
FREE MEMBERSHIP
59.99

GAME GENIE FOR MEGADRIVE
(GAMES ENHANCER, ALLOWS
CHEAT CODES TO BE ENTERED
FOR INFINITE LIVES, CREDITS,
ETC. BOOK OF CODES
INCLUDED) 38.99

STORAGE RACK FOR
CARTRIDGES (STACKABLE)
9.99

CARRYBAG
FOR MEGADRIVE 17.99

Q135 PYTHON JOYSTICK
FOR MEGADRIVE 9.99

What you see is what you pay,
when you're buying in the UK !

CLEANING KIT FOR ALL CONSOLES OR HAND-HELDS 6.99

MONITOR LEAD FOR MEGADRIVE TO
PHILLIPS CM8833 MK 2 MONITOR 7.99

SCART LEAD FOR MEGADRIVE - CONNECTS TO
TELEVISION WITH SCART INPUT (GIVES MONITOR
QUALITY PICTURE) 9.99

DUST COVER FOR MEGADRIVE 4.99



QUICKJOY FOOT
PEDAL TRANSFERS
JOYSTICK FUNCTIONS
TO FOOT PEDALS.
IDEAL FOR DRIVING
AND FLYING GAMES)
24.99

WITH REMOTE CONTROL
ENABLES MONITOR QUALITY
PICTURE VIA SCART
CONNECTION. INCLUDES REAR
SCART EURO OR FRONT A/V
INPUT TO A/V CHANNEL 60
CHANNEL, TUNING BLACK
TRINITON SCREEN, LOOP AERIAL.

SCART LEAD
(STATE AMIGA, ST,
MEGADRIVE OR SNES)
MEMBERSHIP

SONY KV1410U
14" FST COLOUR
TV/MONITOR
199.99

Inter-Mediate Ltd. Registered Office: 2 South Block, The Maltings, Sawbridgeworth, Herts CM21 9PG. Inevitably, some games may not yet be released. Please phone Sales on 0279 600204 for latest release dates and stock availability. We reserve the right to change prices and offers without prior notification. E&O.E.

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN. THERE IS A SURCHARGE OF 50p PER GAME ON TELEPHONED ORDERS. (PLEASE PRINT IN BLOCK CAPITALS)

Name _____

Address _____

Postcode _____

Phone _____ Machine _____

Enter membership number (if applicable) or
Membership £6.99 UK, £8.99 EC, £10.99 World

item _____

item _____

item _____

item _____

ALL PRICES INCLUDE UK POSTAGE & VAT £

Cheque/P.O./Access/Mastercard/Switch/Visa Switch Issue No. _____

Credit card expiry date _____ Signature _____

Cheques payable to: **SPECIAL RESERVE**
P.O. BOX 847, HARLOW, CM21 9PH

Overseas Orders Surcharge (EC or World): Software orders please add £2.00 per item. Non-software items please add 25%. Hardware items supplied to UK mainland only. Overseas orders must be paid by credit card.

FOR A FREE 8 PAGE COLOUR CATALOGUE PHONE 0279 600204
We only supply members but you can order as you join. Annual Membership: UK £6.99 EC £8.99 WORLD £10.99
NRG also contains competitions to win ££££s worth of prizes. Currently on offer: An autographed copy of Nigel Mansell's World Championship, 10 Lethal Weapon Videos and Games, Babys T-Shirts and pin badges, Sonic Cuddly toys and your chance to design the front cover of NRG!
We sell games and accessories, all at amazing prices, for Megadrive, Master System, Game Gear, Super NES, Gameboy, NES, Lynx, Amiga, Atari ST and IBM PC.
Over 140,000 people have joined Special Reserve, so don't delay, join today! The club with no obligation to buy!
You can phone in your order or use this coupon

Special Reserve Games Club
0279 600204
The Biggest and Best computer games club in the world. Probably.
Join now for £6.99 (UK) and get all this:

Save £££'s on games
hundreds of special offers every month

NRG - CLUB MAGAZINE
48 page colour bi-monthly magazine

Over £30 worth of coupons
in each issue of NRG to save even more money!

Latest News and Reviews
NRG keeps you up-to-date on games and hardware

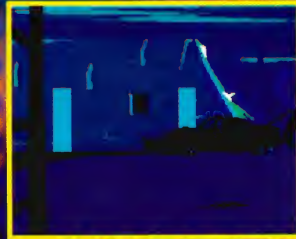
WIN over £2000 worth of prizes
Free to enter competitions in every issue of NRG

Advance Order System
Order early. New games sent day of arrival

Credit Card Orders
Phone lines open to 8pm Mon-Fri & to 5pm Sat & Sun

No obligation to buy!
& all prices include UK Postage and VAT

We only stock official UK products



ANOTHER WORLD



Exceptional
games for your



A freak accident has thrown **Brilliant** young particle physicist Lester Chaykin's particle physics experiments into **chaos**... and Lester into a different dimension.

He materialises, dazed and **confused** in unfamiliar surroundings. This was not Earth, this was... **ANOTHER WORLD**.

The **fight** for survival had begun.

Bridging the gap between arcade and adventure, **ANOTHER WORLD** features the use of **Rotoscoping** - a **revolutionary** technique creating a **unique** fluid animated display and a genuine cinematic feel - for the **first time** on the Sega Mega Drive. It's like being at the **Movies**!

ANOTHER WORLD includes...

- ROTOSCOPING
- ZOOM, PANORAMA AND CLOSE UP SHOTS
- STUNNING ANIMATION
- A SOPHISTICATED COMBINATION OF ARCADE AND ADVENTURE ACTION

ANOTHER WORLD

Another **immaculate** concept from **Virgin Games**.

© 1991 Delphine Software. Another World is a registered trademark of Delphine Software.

© 1992 Virgin Games Ltd.
All Rights Reserved. Sega™, Mega Drive™, and Master System™ are Trademarks of Sega Enterprises Ltd.

THIS IS NOT EARTH...